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NU64**

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Nintendo®

MA **SYSTEM** **NOV #38**

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EXCLUSIVES!

- URBAN STRIKE
- DIRT TRAX FX
- PARODIUS 3
- GOEMAN
- WARRIOR 4
- NBA GIVE N' GO
- MICRO MACHINES 2

PLUS...

- NBA LIVE 96
- PGA '96
- DEFENDER GB
- FRANTIC FLEA
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- TINTIN IN TIBET

ROCK AND ROLE!!!

SUPER MARIO RPG

INCREDIBLE 5-PAGE FEATURE!

FINAL FANTASY VI
SQUARE'S ULTRA GAME REVEALED!

GUIDES TO DIE FOR!

- DOOM
- KILLER INSTINCT
- MORTAL KOMBAT 3

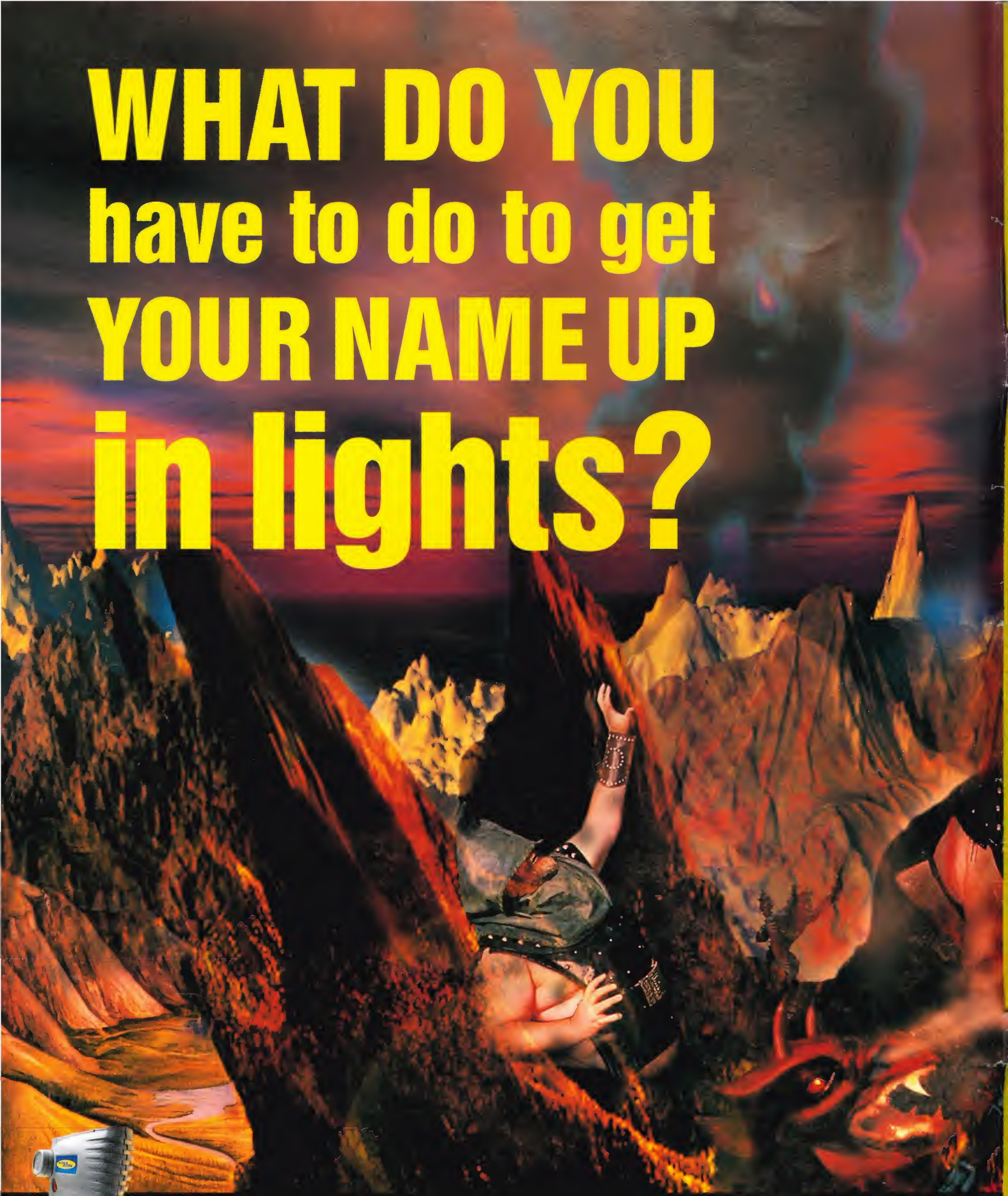


SUPER NINTENDO
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GAME BOY



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compatible)... hold it to your phone and download your score to get an instant ranking. The hard bit is getting to No1. Every quarter HyperScore updates with all your fave 16 bit games, plus eight new leagues, and there's a truckload of prizes to be won. If you've got a High score you need HyperScore.



Without HyperScore you're nowhere.

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MICRO MACHINES 2 MINIATURE MOTORISED MADNESS!

You've heard old farts like us say it a thousand times: it's gameplay that maketh the game. Never has this tired old adage been more true than in the case of the marvellous Micro Machines 2. This game is truly playability in its purest, most refined form, as our totally EXCLUSIVE preview will attest.

DIRT TRAX FX WHEELIN' AND A ROCKIN'

It's not often that the FX chip gets the chance to stretch its legs these days. In fact, as far as specialised chips are concerned, it's something of a pensioner. So it comes as a big surprise to find it mounting a throbbing 250cc race-bred motorcycle and powering around an odd assortment of stunt tracks in Acclaim's forthcoming Dirt Trax FX. Perhaps you can teach an old dog new tricks after all.

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60

SUPER MARIO RPG

A DREAM GAME FROM A DREAM TEAM

Blimey, the way the Super NES is going at the moment it'll be going until the year 2000, outlasting all those young upstart next gen consoles, especially if the forthcoming Super Mario RPG is anything to go by. And what a pedigree this game has! The RPG imagination of Squaresoft, the gameplay genius of Nintendo themselves and amazing SGI rendered graphics all rolled up into 32 Megs of sheer inspiration. We bring you the very latest on the game that looks set to eclipse, well, pretty much every single Super NES game ever created.

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FINAL FANTASY VI

THE SHAPE OF THINGS TO COME

Something very interesting happened at the recent Siggraph computer graphics expo in the States - a little-known company called Squaresoft unveiled work in progress animations from a game they had been working on, Final Fantasy VI. Well, excuse me, but isn't Final Fantasy VI supposed to be the game they're producing for the NU64? Check out our EXCLUSIVE feature for more on this intriguing story.

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Nintendo®

NEWS NETWORK



EVERMORE BEFORE XMAS!

All you RPG-heads out there who are constantly moaning about the lack of decent games released upon these shores are about to be silenced, and for evermore! Nintendo have just let on to us that they're planning to release Square's Secret of Evermore before Christmas. Hot news indeed, oh yes. So all you dwarves, paladins and trolls out there better start shining your axes and practising those spell mantras because this is Square's first effort from their US office and it should be really cool. Full preview soon, next month we hope.



THE CONTROLLERVRSY CONTINUES

It seems that the artist's impression of what the NU64 controller may look like may be a little closer to reality than we first thought. Sources indicate that the device does indeed support a second joystick atop the middle controller but - and get this - it also has a facility at the rear of the pad to plug in carts and - get this - a light gun attachment too! It all sounds a bit outlandish, but we won't have to wait too long now to see whether it's all true! Just remember who to thank when it all turns out to be correct.



NU64 UPDATE QUAKE, FEEBLE MORTALS!

Elsewhere in this issue you will find news and amazing pics of Square's remarkable Final Fantasy game that is supposedly being launched with the NU64 in Japan this Winter. Hopefully this move from Square in showing developmental screenshots will start the ball rolling and see other programmers releasing shots of their own handiworks. Whilst we're in a new NU64 gaming vein, a tasty piece of news picked up at the recent ECTS indicates that not only are we to receive our own version of the magnificent Doom for the machine, but a version of the sequel, Quake, is in the pipeline too. This is incredible news especially as it was told to us by Jay Wilbur of ID - the creator of Doom himself! Quake is a true sequel to Doom in every sense of the word. A similar first-person viewpoint is used and the 3D environments are texture-mapped as before, but therein the similarities end. The rooms are of incredible resolution - not the blocky graphics of old - they're light-sourced to give an incredible sense of realism, not to say atmosphere. The enemies are now fully three-dimensional too and what's worse, are more intelligent and powerful with it, resulting in some very fierce hand-to-hand battles. Needless

to say there is a selection of deadly weapons with which to vanquish your foes. More news on this exciting story as it breaks, in the meantime raise an intrigued eyebrow over these screenshots.



STREETFIGHTER GETS THE MANGA TREATMENT!

Oh yes, Manga lovers, perhaps the biggest thing since a big fat sushi gobbling wrestler, has just karate chopped its way out of the Far East. Street Fighter 2 - The Animated Movie is in your shops now and the bonus is that there's not even a whiff of the sprout with no clout, Jean-Claude Van Damme. We all know the story inside out, so we won't bore you, we'll just say that the animation is of the highest order and that when it was on theatrical release, the punters loved it. Okay, so that little perfumed possum Kylie's nowhere to be found, but you can't have everything, can you? Rather than waffling on anymore, the best bet is to high-tail it down to your local video emporium and buy a copy now. Incidentally, it's a 15 certificate and it costs the handsome sum of £12.99. While you're down there it's worth sticking your nose into Madox-01, Angel Cop 6 (for the older crowd without girlfriends) and Orguss 02. They're all your high-standard Manga fair and guaranteed to please. We also have ten copies of the Street Fighter managa to give away to the first ten readers who are over 15 and can answer this simple question: Which country is Blanka from? Answers on a postcard to BLANKA IS NOT FROM BARNESLEY at the usual address.

DIAL 9-9-9, IT'S FIREMEN 2!

Well, struggle me with my hosepipe, those little fire-sprites are back at it again. Yes, Human's soak 'em up is spurting its way to a wet Super NES as we speak. If you flick back through your old copies of NMS you'll see that we absolutely went mad over this bizarre tale of extinguishment when we reviewed it. Not much is

known about what exactly happens in episode two, but you can rest assured that it'll be hot stuff and as soon as we can get our oven gloves anywhere near a copy you, the NMS flock, will be the first to gain wisdom.



**NINTENDO
NEWS NETWORK**



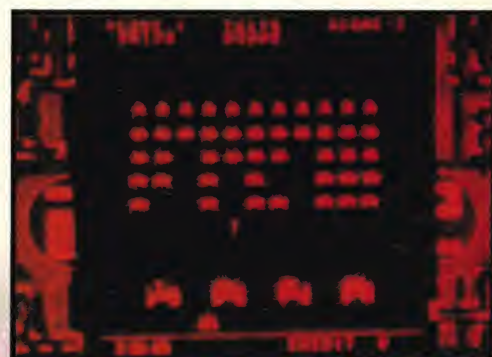
I GOT THE POWER

Great news for all of you out there in Game Boy land, rechargeable batteries that even charge your standard normal ones and not just those dead expensive Ni-Cad ones that cost a bomb. Admittedly, the Eco Charger costs a bit more of your hard earned wonga up front, but once you've got one, well, it's easy gaming. This sucker can also charge up batteries for your CD players and tape decks. In fact it'll handle most sizes that domestic appliances handle and it's also good for your environment.



LOST IN SPACE

More news this month of intelligent life from another planet. Well, not so much a different planet as an alternative reality. A Virtual Boy reality to be exact. And the invaders are none other than our favourite invaders ever, the Space Invaders. You've got it, the most well known game of all time is about to beam itself aboard the Virtual Boy. We won't waste your time by telling you the ins and outs of play 'cos you're bound to know them already, but as you can see from our shots, it'll feature a straightforward 2D version (for people who like a flat life) and a brillo 3D 'hey man I've been in different parallel for a while' version. More soon.





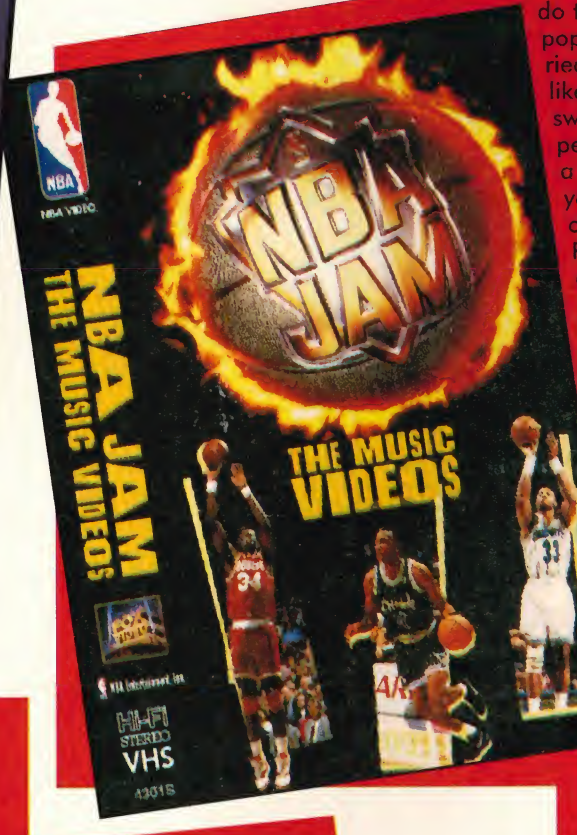
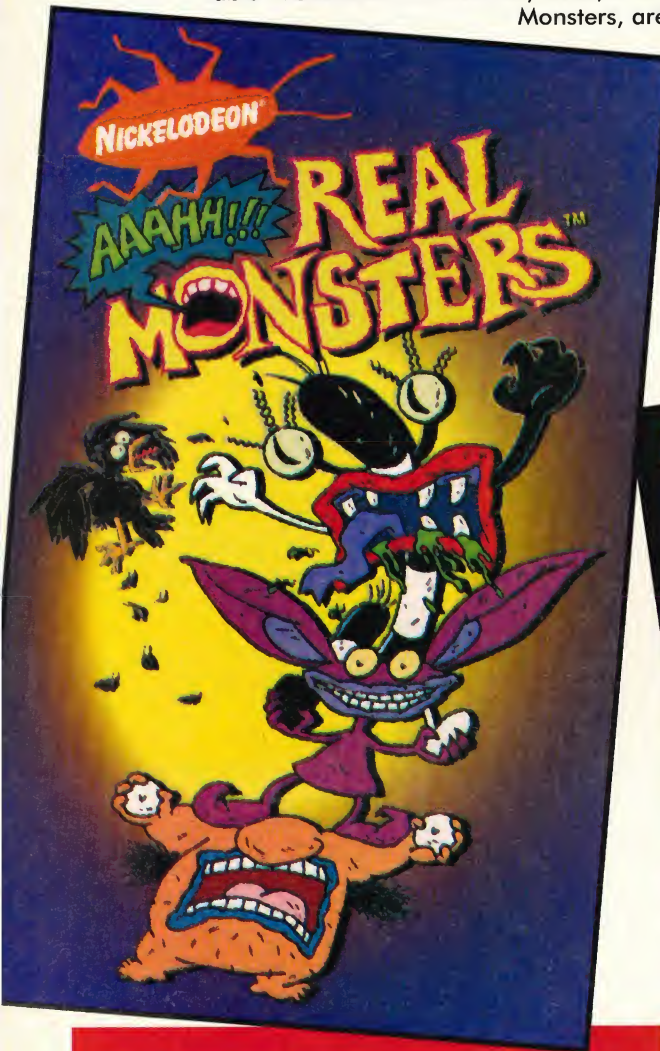
MONSTER MASH

Does the good news ever end? While most folk tune into their TV to hear Trev McD telling them all kinds of depressing stuff, you get gem after gem of smile-inducing cheese that leaves your cheeks aching. Here we go again with news that those lovable Nickelodeon characters, Ickus, krumm and Oblina, the Aaahh! Real Monsters, are about to roar onto the Super

NES. In much the same vein as the Lost Vikings, all three of the characters are under your influence as they attempt to pass their Monster Academy exams. Levels? There'll be more than you could shake a zombie's bone at, and the joy of it is, you get to scare people. Keep your peepers peeled for more info as it arrives.

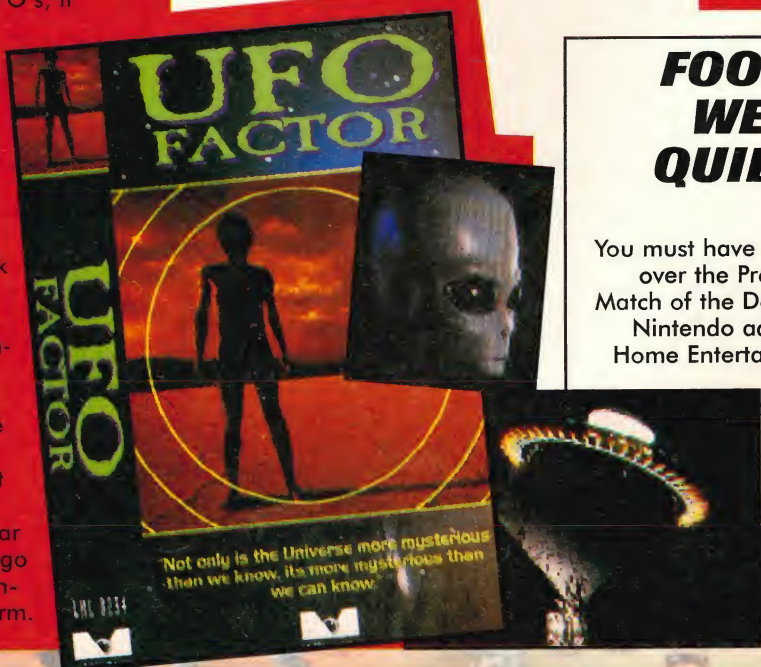
JUMP AROUND!

Hey! We're goin' downtown with a couple of vids starring just about every seven foot star of the basketball court. Sit back and chill your cons to NBA Jam The Music Videos. Whoop as Jamal Mashburn turns it on to Luther 'the king' Vandross (he must be good to do that!), screech as Latrell Sprewell pops the hoop with Gloria 'I got married to the first bloke with a name like mine' Estefan and generally sway to the groove as the NBA stars perform for you for the best part of a half of a football match. And, if you're feelin' really in the jam check out Shawn Kemp's vid, The Reignman. I wonder if he's any good at maths?



UNIDENTIFIED FLYING FOOLS?

Let's face it, most of us believe in UFO's, it stands to reason that we can't be the only bods in the universe, or universes for that matter. But what most humes can't get their cranium around is the why they ever bother with us. All we seem to be good at is fighting, rowing and lying. You know if I was one of them I'd be thinking, sod this bunch 'o' clowns, let's go and see those ones that look like Scandie girls with the bumps and the friendly arms. Well, despite my rationale they seem to keep coming, so if you're as keen as I am to know why they bother with us the UFO Factor's the vid for you. It's the best part of £13 and it's full of top info on how to get abducted etc. But you know, they can't be that smart, 'cos if I was them I'd have got me oar in with those Scandie aliens yonks ago to stop us meddling around and turning their planet into another Benidorm.



FOOTBALL CRAZY, WELL A MILLION QUID'S WORTH OF CRAZY

You must have seen them by now? They're all over the Premiership grounds and all over Match of the Day and Sky TV. Yes, that's right, Nintendo ad hoardings. It seems that Total Home Entertainment, the company that look after Nintendo's UK interests at the moment, feel it's the right profile to project for the forthcoming NU64. Good idea? Probably, but not to Eric Cantona. If he sees one he goes into Horse of the Year Show mode and starts jumping them!

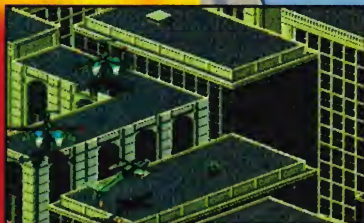
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Nintendo

PEOPLE SYSTEM



Another month, another amazingly packed issue of NMS and - happy to report - more totally incredible news from Nintendo. The much awaited Mario RPG looks set to exceed all our expectations - well, what else would you expect from Nintendo and Squaresoft. Our EXCLUSIVE feature on page 68 tells all. And whilst we're on the subject of EXCLUSIVE features may I draw your attention to page 80. There you'll find a rather interesting story regarding Square's progress in the Final Fantasy VII department. Did I hear someone say NU64? Elsewhere there's the usual sack of NMS excellence with reviews of Urban Strike, some topper EA Sports titles and an intriguing new FX racer from Acclaim. Whilst Parodius 3, Goeman 4, Micro Machines 2 and Konami's brilliant Give N' Go receive the inimitable NMS Preview treatment. How do we do it, eh? It really isn't fair you know...

ANDY

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REVIEWS EDITOR: SHAUN "SPANDEX THONG" WHITE
OVERSEAS CORRESPONDENT: WARREN HARROD

SPECIAL THANKS TO: Declan for feeding the 5000, Simon Smith-Wright for being as elusive as Lord Lucan, Steve Merrett's Pie Magic machine, Chris would like to thank his mystery lady for the top birthday pressie. Pete would like to thank his homing pigeon sense of direction for managing to find Bar Madrid so easily. Special thanks to Andy's CD player for belting out choons all month, and Oliver Warsop, if you're reading, yes it's cool. Respek' is also due to top geordie boy Phil Jefferson - a true Nintendo die-hard. Finally, a special goodbye and thanks to Andy's CX which could well go to the great scrap-heap in the sky shortly.

AD MANAGER LISA "PASTRY QUEEN" HAWKES PRODUCT MANAGER TINA "WOT'S POG" HICKS EXECUTIVE PUBLISHING DIRECTOR GRAHAM "I'M IN CHARGE NOW!" TAYLOR CONTRIBUTORS:Thillip Dawthon EDITORIAL FELT Hat Priory Court, 30-32 Farringdon Lane, London, ECTR 3AU. PHONE: 0171 972 6700 FAX: 0171 972 6703 PRINTED BY: TPL LTD COLOUR BY: SARAH JANE DISTRIBUTED BY: FRONTLINE PRINTED IN THE UK © EMAP IMAGES 1995 SUBSCRIPTIONS AND BACK ISSUE ENQUIRIES: Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leics. Subscriptions Hotline (9:30-5:30 Mon-Fri) 0858 468888 All subscription rates include postage and packing. The annual subscription rate for one year is: United Kingdom and BFPO: £34.00 Eire: £44.00 Europe Airmail: £44.00 Rest of World Airmail (Zone 1): £60.00 Rest of World Airmail (Zone 2): £69.00 Rest of World Surface Mail: £40.00 Nintendo Co. Ltd. is the owner of the copyright and trademark rights in certain of the characters, artwork, logos and representations used in this publication. These are under licence to EMAP Images Limited. ©1994 Nintendo. All rights reserved. NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, NES, GAME BOY, SUPER GAME BOY, SUPER NES, NU64, NINTENDO ULTRA 64, VIRTUAL BOY and NINTENDO SUPER SCOPE are trademarks of Nintendo Co. Ltd. NINTENDO MAGAZINE SYSTEM is the copyright of EMAP Images. Any duplication, transmission or use of any of the text or pictures contained within these pages without prior permission of the publishers will result in legal action and I can't be bothered thinking of anything funny this month Although we take great care to ensure as far as reasonably possible the accuracy of the information contained in this magazine, NMS and the publishers cannot be held responsible for any omissions or errors that may occur. No correspondence with NMS shall be entered into. Stamped, self-addressed envelopes? Don't send them to us, we burn them and spit at them. Really. COMPETITION RULES: EMAP Images and Nintendo employees and their immediate families aren't allowed to enter any NMS competitions. The Editor's decision is, although often miles off base and confused, final. So don't ever hassle him 'cos he's a normal bloke like you and me and gets really upset and sensitive when people give him grief. Please, we don't want him sulking!

SIMON SON OF SATAN

This month sees another new recruit join the smiling ranks of the NMS squad. In a ritual that has remained the same for many years, the entire team set out one evening with torches to trawl the backalleys and downbeat areas of our fair capital. After an exhaustive search which saw Andy consume his entire bodyweight in Snapple, we came across Simon lying under some rubbish by a tube station. When we asked him what he was doing, he replied. "Natas, Natas. Evig em gnorts regal...".

Shaun, being well versed in sad rock lyrics played in reverse from old cock-rockers, immediately translated the strange alien dialect into English and pronounced the stranger one of Satan's brethren. One look into those blood-red eyes and the 360 degree neck trick convinced Andy that Shaun could be right and announced that we would uncover the truth by a trial by water. A ducking stool was suitably liberated from neighbouring mag 'Stunt-pet User' and Simon was submerged in the NMS sink to the delighted screams of Pete and Chris. Well, he drank the lot in one, so we kept him... for now!

NINTENDO PEOPLE SYSTEM

With all this witchcraft and occult in the air with statues of cows drinking milk and all, it got us talking about ghosts and the like.

Well, one thing lead to another and before we knew it our conversation had meandered onto

dreams. Join us now as we probe the inner sanctums of the NMS teams' most ethereal thoughts...

ANDY 'DO DAD'S EVER GET TO DREAM?' MCVITTIE

Andy complained fervently about not remembering the last time he dreamt, senility we thought. But the root cause, Andy assured us, was the advent of the ever-so-cute Evan. Andy does remember one

dream however, about his native Rochdale. He says he was travelling on a train to his northern outpost, but when the train got to the station, it wasn't there! Rochdale that is. We couldn't decide whether this was meant to be a good or bad thing. Anyway, we still feel our Andy's suffering from sleep deprivation.

FAVE GAME: Killer Instinct, Micro Machines 2, Defender on the Game Boy, Dirt Trax FX
WORST NIGHTMARE: A world without any Snapple!

PETE 'DEAD JAZZ SINGER' BARRELL

Oh yes, it's definitely roll out the 'Barrell' where Pete's concerned. Our jazz loving crevatte wearing crooner has a frequently recurring



DAVIES DOES A RUNNER

It's a sad day NMS punters. After the departure of Gary 'extermination camps are fun' Harrod, our Paulies only gone and done a bunk as well. Oh yes, the master of mirth has left us for the dizzy heights of one of our sister mags, CVG. Promoted to the rank of Captain Birdseye, Paul was last seen trying to decide which finger to pick his nose with before thinking better of the idea in favour of his bum. Well, we know the Davester will do well on CVG and we wish him all the best. As a final tribute Paul will be running through the streets of London dressed only in a variety of Nintendo sharp spikey ROM boards followed by a three hour prayer mass to Gamos our revered diety.

BODYSHOP SWOP

Okay, so we've asked you for practically every conceivable piece of Nintendo related trivia we can. If it's not photos of your Grandad playing on your Super NES then its fanzines, drawings or people in Mario suits. Hey, enuff already, let's do something a trifle more original.

So, this month we want you to

send in any of your body-parts that resemble any of the Nintendo characters. You might have an arm like Yoshi's or a nose like Mario's. If you have, send 'em in. Conversely, you might have been to the doc's recently, had an 'X' ray and thought that the said vital organ resembled a character.

If you've any celebrity limbs send 'em in and we'll stuff 'em, pickle 'em in formaldehyde and print 'em. Erm, on second thoughts please don't, think of the smell and the lawsuits!

A MAJOR ADVENT

Wow gamestrels get this. Come Christmas, well just before probably, you should be able to lay your grubby mits on special Nintendo advent calendars. The lucky stars to have been elevated to such dizzy heights are everyone's fave plumber, Mario, that plucky dinosaur, Yoshi, and the Donkey Kong Krew. Roll on December 1st we say.

dream that he is none other than the sadly departed jazz queen, Ella Fitzgerald.

Adorned in only a tight body-hugging black one-piece and black elbow-length silk gloves, Pete performs in a smoky Parisian nightclub that's packed to the rafters. It's a great dream he sighs, but my mum's gonna kill me if she gets up in the morning to find me in her wardrobe wearing a nightie one more time!

FAVE GAME: Killer Instinct, Parodius 3, ISS Deluxe.

WORST NIGHTMARE: Having a dream merge and ending up in Shaun's dream as Vixen's lead singer! It's frightening.

SIMON 'NEW BOY' CLAYS

Fresh from his 'trial by water' interview, Simon confessed that he doesn't get much time to dream. In

fact he reckons most of his time is spent at the moment fetching the 'rubber Game Boy' or finding new varieties of Snapple for UberEditor Andy. He did confess to one re-occurring dream which features him sleeping on a tube-train surrounded by beer. When he wakes he's at the end of the line being snarled at by an irate porter. We think the lad's just confusing dreams with his own rather blurred reality.

FAVE GAME: ISS Deluxe, Micro Machines 2, Galaga.

WORST NIGHTMARE: A world without hops, barley and yeast.

SHAUN 'SPANDEX HAZE' WHITE

Our Kerrang loving moshier revealed his most intimate dream

to a shocked team. Done in the same stylee as an Alice Cooper video, Shaun finds himself in the gloomy half-light of an abandoned

castle (yeah, right) and he's about to explore the grounds when the entire Vixen line-up enter the room and play a track especially for him. After a frenetic shake of those curly locks, Shaun lifts his head to find the whole band in skimpy undies. He says he doesn't remember much else, but in the morning his David Coverdale teddy had stuffing leaking everywhere and was wearing a silk fingerless glove!

FAVE GAME: Micro-Machines 2, Give 'n' go, Pog.

WORST NIGHTMARE: Waking up without those curly Rick Parfitt locks.

CHRIS 'SCORED ON HIS BIRTHDAY' HOBBS

Oh yes, with his blonde locks blowing in the Autumn breeze our Chris went out for his birthday rave up.

When he arrived in the office Monday morning everyone thought he'd had a bit of a knees-up, but it was only when he fell asleep just before lunch that the full truth came out. Amidst all manner of gurgling sounds and much rubbing of the table legs, Chris revealed the true nature of his tiredness, a woman! We don't exactly know her name because everytime he murmured it his tongue fell out. Anyway, who ever you are you must be some powerful girly, you nearly killed the poor lad!

FAVE GAME: Tongue Tennis, Galaga on the Game Boy, Micro Machines 2

WORST NIGHTMARE: Said girl finding out this has been published

RATINGS GUIDE

90-100



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Ring John and get him to postpone the meeting. I aint got time for talk that don't make money. Now listen up. We're gonna shuffle five million in stocks through the exchange right now! Get Giles to underpin the move by issuing the shareholders with notional rights bonds...Ok, how much have we made?...Ten million? Champers time!

80-89

Ok, Peter let's go with the market roll! Contact Bill in Tokyo and get him to throw half into Blue Steel... Talk to me buddy, are we still making money here? Another six million? Treat yourself to a Porsche.

70-79

We're on top Peter so let's not waste it. The dollar just fell two points so we've lost the margin. Call Brad and push half the stock into soya beans to make a quick return. Ok, let's do lunch!

60-69

Dammit Peter the dollar's still falling! We're gonna have to shove fast to keep the Dow off our back. Funnel the profits into part-paid ordinaries and use German Marks, we don't want it traced.

50-59

Whadaya mean the bottom's just fallen out of the Bundersbank? We're losing money and we're losing fast Peter! Get on the phone to O'Neill - Fast! We're gonna need the companies financial backing to get outta this.

40-49

Start selling! Start selling! The whole market's shot to hell. Get Brad to dump the Soya beans! Quick Peter! Get the Board on the line as well. Jesus! The old man aint gonna be happy.

30-39



GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS

30-39:What?! NO! NO! NO! Dammit Peter we're dying here!...The Board is doing what? But I've been in this company for twenty years Peter, it's like my family. I owe how much? Ten million! I don't have that kind of money Peter! I'll lose everything....

20-29

...Well that's it. The market closed five minutes ago. All lost. Au revoir Peter. I'm gonna catch the lift to the roof of this enormous skyscraper of ours...

0-19

...Goodbye cruel world. AAAarrggghh...SPLATT!



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CHRIS 'SCORED ON HIS BIRTHDAY' HOBBS

Oh yes, with his blonde locks blowing in the Autumn breeze our Chris went out for his birthday rave up.

When he arrived in the office Monday morning everyone thought he'd had a bit of a knees-up, but it was only when he fell asleep just before lunch that the full truth came out. Amidst all manner of gurgling sounds and much rubbing of the table legs, Chris revealed the true nature of his tiredness, a woman! We don't exactly know her name because everytime he murmured it his tongue fell out. Anyway, who ever you are you must be some powerful girly, you nearly killed the poor lad!

FAVE GAME: Tongue Tennis, Galaga on the Game Boy, Micro Machines 2

WORST NIGHTMARE: Said girl finding out this has been published



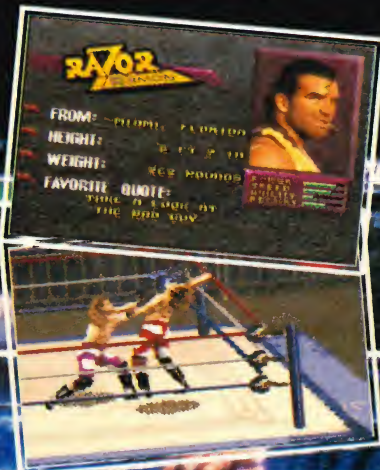
WRESTLEMANIA

SIX OF THE BEST

In my day the closest there was to a WWF wrestling hero was Big Daddy or Giant Haystacks, but in all honesty both were extremely naff, to say nothing of fat. Only mums and little kids liked Big Daddy and there was no point liking Giant Haystacks as everyone knew Big Daddy would kick his lardy ass - easy. Unlike our pathetic attempt at glamorising wrestling there are very few personalities bigger than WWF stars. WWF Wrestlemania features six of the biggest names in the WWF. Choose between The Undertaker, Doink the Clown, Shawn Michaels, Razor Ramon, Lex Luger and Bret 'The Hitman' Hart. Each character has a range of unique moves as well as their own signature tune. Thought you might like to know that.

AND THE WINNER IS...

As with all things American and sporting, the commentary is always very loud, colourful and annoying - all part of the World Wrestling Federation experience. Oh joy, the programmers added it to the game too. The commentary has been sampled from the WWF and the voices should sound extremely familiar to all WWF fans. They're none other than Vince McMahon and Jerry 'The King' Lawler. Who?



THEY ARE BACK IN TOWN!



WHAT NO TAG MATCH

The cornerstone of every good wrestling match has unfortunately been removed. I am of course talking about the Tag Match. We've all seen it on TV and know how the fight is going to end. One person is getting his neck punched in and it doesn't matter how hard he tries, he cannot get back to the corner to tag his partner. Suffice to say that when the tag is eventually made the partner bulldozes into the ring and subsequently wins the fight. Sounds great, eh? Sadly it's not a feature that seems to be available in this game.

SO WHAT'S NEW

Not only do the wrestlers pull off the usual array of punches, kicks and throws, but the game also includes a host of new features. For starters there are double punishing moves that inflict twice double damage on opponents. All the wrestlers have their own offensive attacks and finishing moves, but that's not all. The game now features devastating combos with a player being able to get up to 21 consecutive hits! There's more too, WWF Wrestlemania includes a statistics feature recording the fastest pin, longest winning streak and highest scores.

GAME DATA

- GAME: WWF WRESTLEMANIA
- BY: ACCLAIM
- RELEASE: TBA
- GAME TYPE: SPORTS SIM
- PLAYERS: 1-2
- CART SIZE: 32 MEG



PREVIEW *SUPER NINTENDO* ENTERTAINMENT SYSTEM

Konami never used to be known for their great sports games until International Superstar Soccer came along. Now they're turning their attentions to basketball. Their new five-on-five game, Give 'N Go, is played at a totally different angle to most of the others and, as these screenshots show, it's looking good.

Basketball games are becoming extremely popular. With the likes of NBA JAM TE and NBA Live 96 it's going to take something pretty damn special to dislodge those from the top of the popularity charts. Konami have entered the proceedings with a stunning-looking NBA licensed approved game. There are 27 NBA teams to

choose from and two All-Star teams. The game is based on the real NBA rules and all the players from the 1994/95 season make an appearance.



NO GUNS ON COURT

There may be some people out there that recognise the game from the arcades but under a different name. The game in question is Run & Gun. The reason for the change in name is because the NBA will not be associated with guns - not that there were any in the arcade machine. However, in order to keep the NBA happy and the lucrative licence, the name had to be changed. A small sacrifice.



GIVE N GO

PLAY BALL

There are the usual gameplay options from which to choose. The first is Arcade, which is based on the arcade near-classic, Run & Gun. The player chooses a team and tries to take them through the Playoffs to the NBA Finals. There is also the customary Exhibition mode for players that just want a single match. With

both of these options, no time outs can be called or player changes made. The only violations that feature in these modes are shot-clock and out-of-bounds.

SPURS PERSONAL STANDINGS

| PL | % | REB. | BLK | STRT | PL |
|----|------|------|-----|------|----|
| 10 | | | | | |
| 6 | .750 | 3 | 1 | 0 | |
| 7 | .600 | 0 | 1 | 1 | |
| 10 | .833 | 0 | 0 | 0 | |
| 6 | .500 | 0 | 0 | 0 | |
| 2 | .333 | 0 | 1 | 0 | |



REAL NBA ACTION

For those that take their sports very seriously, there are the Season and Playoff options. With the Season mode, the player selects a team and takes them through 82 games before, hopefully, entering the playoffs. As usual, there is the option to change the number of regular games in the season. The playoff mode allows the player to enter straight into the season without having to go through the season. With both options, the amount of games played in the playoffs can be adjusted.

SELECT TEAM/COURT

| WESTERN CONFERENCE | | EASTERN CONFERENCE | |
|------------------------|------------------------|---------------------|--------------------|
| DENVER NUGGETS | MINNESOTA TIMBERWOLVES | BOSTON CELTICS | ATLANTA THUNDER |
| PHOENIX SUNS | SAN ANTONIO SPURS | INDIANA PACE | MIAMI HEAT |
| SEATTLE SUPERSONICS | UTAH JAZZ | CHARLOTTE HORNETS | NEW YORK KNICKS |
| LOS ANGELES CLIPPERS | HOUSTON ROCKETS | CHICAGO BULLS | MIAMI HEAT |
| PORTLAND TRAIL BLAZERS | DENVER NUGGETS | CLEVELAND CAVALIERS | NEW YORK KNICKS |
| GOLDEN STATE WARRIORS | DALLAS MAVERICKS | ATLANTA THUNDER | NEW YORK KNICKS |
| LOS ANGELES LAKERS | MINNESOTA TIMBERWOLVES | MILWAUKEE BUCKS | WASHINGTON WIZARDS |
| WEST ALL-STAR | SHOOTING STARS | EAST ALL-STAR | SUBREME TEAM |



ALL-STARS IN YOUR EYES

Ever disagreed with the NBA selection for the All-Star game or wanted a smart player from a team you do not support in your squad? Well, in Give 'N Go there is the option to change the All-Star team and trade players from one team to another. Good, no?



ON THE COURT EXPERIENCE

There are so many basketball games around all with pretty much the same viewpoint. Well as you can see, Give 'N Go puts the player right in the heart of the action with it's court-level view. It adds a whole new dimension to the game and gives the player a completely new choice of basketball game. Well, that's what Konami reckon.

DUNK TIL YOU CAN DUNK NO MORE

There are a cool selection of dunks and layoff shots that can be performed depending on how the basket is approached. Go for a Power Dunk, Tomahawk or even the Alley-oop. The Alley-oop is a style of pass in which a player feeds the ball to another as he runs across the opponents 'D' by floating the ball towards the basket with the other player following the flight of the ball and dunking it into the basket. or something like that. It's a heck of an impressive move anyway, and perfect to watch in the game's instant replay.

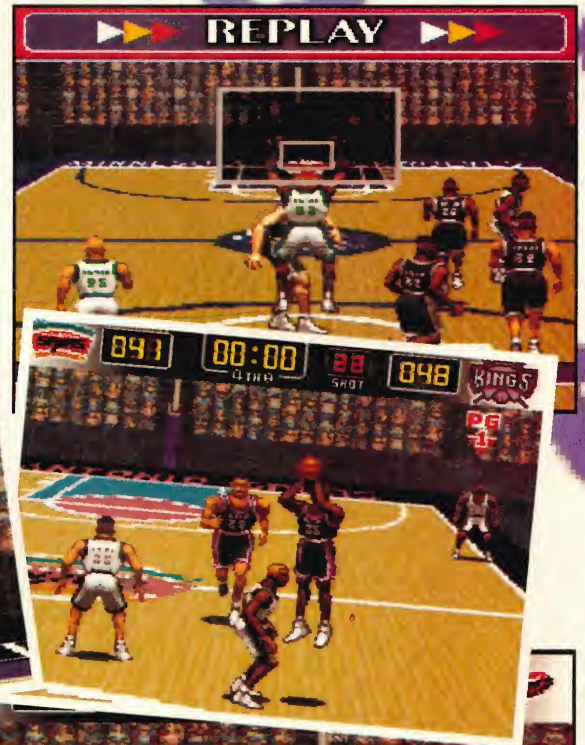
PLAY YOUR WAY

There are a variety of options that allow the player to decide which of the rules they want to keep in the game and which to drop. Naturally, all the NBA rules are in the game but for one-off matches it's far more fun to switch them all off and play it rough.

SUPER NINTENDO ENTERTAINMENT SYSTEM PREVIEW

TEAM STANDINGS

| SPURS | | KINGS | |
|-------|-----|-------|-------|
| 11/13 | PTS | 16/17 | |
| 5/10 | REB | 8/13 | |
| 5/12 | FT% | 0/0 | |
| .559 | % | .706 | |
| 5 | BLK | 5 | |
| 0 | FTL | 0 | |
| PURS | 10 | 8 | 8 |
| NGS | 10 | 8 | 15 |
| | | 10 | 10 |
| | | | TOTAL |



SHUT THE HECK UP!

Anyone that has watched the NBA will know that one of the most interesting things that really makes the whole basketball experience is listening to the gobby American commentator - and boy is there a gobby American in this game. He commentates on all the big plays and comes out with the usual garbage you've come to expect. I suppose it all helps to bring the real NBA experience to the console, though.



GAME DATA

- GAME: GIVE 'N GO
- BY: KONAMI
- RELEASE: OCTOBER
- GAME TYPE: SPORTS SIM
- PLAYERS: 1-4
- CART SIZE: 16 MEG



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PREVIEW SUPER NINTENDO.

Whatever happened to the good old school beat 'em up, eh? Once upon a time, not so long ago, these games were considered to be the very peak of gaming sophistication. Remember ye not how great we all thought *Final Fight* was when it first appeared? Ah, they were such happy days.

The sad truth is that games like *Street Fighter* and *Mortal Kombat* came along and swept the old codgers away on a wave of hurricane kicks, fireballs and fatalities. In short, they looked cack in comparison and very quickly went out of fashion. But fashion, as we all know, is an unpredictable, twisty, spiralling sort of beast much prone to revisiting itself. In fact it looks as if the wheels of gaming fashion have turned full circle and scrolly fist-fests are back on the gaming agenda, like big time. Well, they are according to Acclaim. I give you *Spawn* and *Separation Anxiety*...

WHO IS VENOM?

We all know about Spider-Man, but who the hell is Venom? Much mystery surrounds him. Apparently the mysterious Life Foundation captured him and tried to remove five symbiote spawns from him - what ever they are. Before they could destroy him, Venom managed to escape. With no one else he could turn to, Venom meets up with none other than Spider-Man and forges an uneasy alliance with him. Between them they set off to stop the Life Foundation and recover the symbiotes. Well, that's what it says in the game intro, I hope this makes sense to someone because I haven't got a flinkin' clue what I've written.

(BELOW) And representing the planet Threngoss in the latin and modern section, Venom and his lovely partner Brenda.

There are few Marvel heroes bigger than Spider-Man. For years his comics have sold in their millions worldwide, with his popularity showing no sign of declining. Here he links up with Venom as Acclaim bring us *Separation Anxiety*, a simultaneous two-player scrolling beat 'em up developed by our old mates at Software Creations.

SEPARATION ANXIETY

WORLD WIDE WEB

Whilst killing time by hanging from walls on the streets of Manhattan, Spider-Man comes across Venom, unconscious in an alleyway. While recovering, Venom tells him of his escape from the Life Foundation and the removal of the symbiotes. It seems the foundation planned to bond the symbiotes with their soldiers to create a small but unstoppable army. Realising the destruction this could cause Spider-Man sets off to do all he can to stop the foundation in their tracks.



PARTNERS IN CRIME

Like Spawn, Separation Anxiety is another side-scrolling beat 'em up. This however is a one or two player simultaneous game. With the one-player game, the gamer has the choice between taking control of Spider-Man or Venom. Both characters have

special moves including being able to fire a web to trap the enemies or spin a web shield. Spider-Man is also able to scale the walls and jump down upon his foes. Watch out for cameo appearances by other Marvel super heroes as the game progresses.



US SPIDER-MAN... WITH THE OFF-WORLD INFAMOUS VENOM... TWO-PLAYER BEAT 'EM UP. HOORAH!

GAME DATA

- GAME: SEPERATION ANXIETY
- BY: ACCLAIM
- RELEASE: TBA
- GAME TYPE: BEAT EM UP
- PLAYERS: 1-2
- CART SIZE: 24 MEG

SEPERATION ANXIETY



COMIC BOOK HEROES

It is a little known fact that Acclaim Entertainment have bought into comic publication with the imaginatively titled Acclaim Comics. Acclaim now have a large number of titles on the market and are looking at the possibility of further comic book heroes appearing in their own video games some time in the future.

Of course when they do, you'll be the first to know but in the mean time, let's look at some of the characters that grace the pages of Acclaim comics.

ETERNAL WARRIOR

This hero stems back from before history was recorded and continues to fight an endless battle against human injustice.

MAGNUS, ROBOT FIGHTER

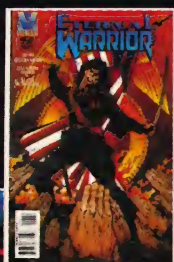
Magnus protects his fellow kind from their own creations as evil robots try to take over the world. The title says it all really.

NINJAK

The story is based around an espionage agent that has been trained in the art of Ninja. A bit like some kind of Shaolin James Bond, except not.

SOLAR, MAN OF THE ATOM

Solar was caught in a nuclear explosion and from this developed special powers. He spends his time fighting for justice. But then don't all super heroes?



The second best hand held game in the world.



Anyone interested in collecting comics will undoubtedly know who Spawn is. The reason for this? Well apparently it's been the number one comic book for the past two years. Whereabouts we are not sure, but it wasn't over here so just take our word for it, right!



THIRTEENTH CHILD ABDUCTED!



(LEFT) Alright, we confess it was us. Pete wanted her teddy.

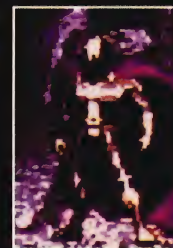
TODD MCFARLANE'S

SPAWN
THE VIDEO GAME

HE WEARS A FLOWING CAP
HE POSSESSES A MULTIT
HE'S SPAWN AND HE'S BI

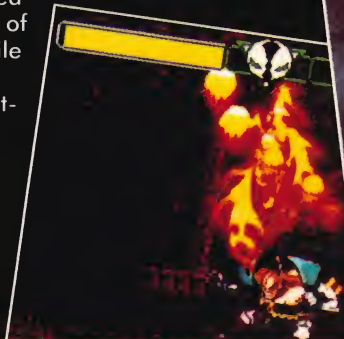
GIVE ME MY KIDS BACK!

A comic book superhero is nothing - nothing, you hear - without a suitably emotive storyline. Spawn is no exception and the game begins with Spawn's discovery that 13 children have been abducted by some unknown miscreant and are being held captive in a downtown warehouse. It's the sort of plot you could apply to any action movie/book/comic/tv series and you hardly need be mastermind to guess what's going to happen next either. Another thing - why are warehouses always downtown?



I SPY FOR THE FBI

Spawn is an ex-government spy that has been brought back to life and outfitted with a living symbiotic suit. It's that word again - symbiotic. He's the creation of one Todd McFarlane. Todd is well respected in the comic book industry, being best know for his work on Spider-Man. The success of Spawn has resulted in a lucrative line of action figures while both a live-action movie and animated cartoon are currently in the pipeline.



IT'S COMPETITION TIME

To celebrate the launch of Separation Anxiety and the general greatness of NMS, we have been able to get our grubby paws on twelve, count 'em, sets of Amazing Spider-Man 30th Anniversary hologram sets. Each set contains 4 different holograms, they were originally issued in 1992 and were worth over £25 of your Earth pounds back then! If you win and keep hold of them for about another 30 years and

put 'em on the Antiques Roadshow. To stand a chance of winning one of these EXCLUSIVE sets of holograms, all you have to do is answer this idiotical-facile question.

What is Spider-Man's real name.

- a. Peter Parker
- b. Peter Purves
- c. Peter S. Bishop, 18 Mount Pleasant, Chingford
- d. Peter Barrell

Answers on a postcard to:
MARVEL MADNESS COMPO, NMS, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Closing date for entries 17th November 1995.

GAME DATA

- GAME: SPAWN
- BY: ACCLAIM
- RELEASE: TBA
- GAME TYPE: BEAT EM UP
- PLAYERS: 24
- CART SIZE: 24 MEG



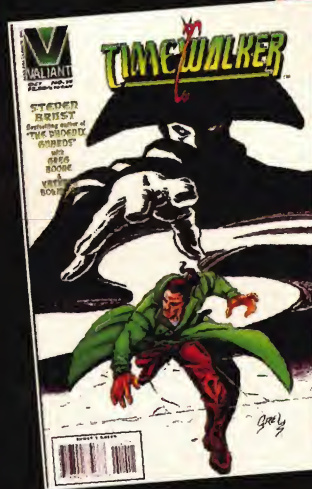


THE VISITOR

A complete unknown but he is mankind's greatest defence against the evil of the Harbinger Foundation. I reckon I could write these, you know.

TIMEWALKER

Timewalker is the youngest brother of the Eternal Warrior and continues to walk through time fighting for what he believes in.



DE!
TITUDE OF SPECIAL ATTACKS!
ING IN THE STATES. APPARENTLY!

CAPE FEAR

Spawn's main form of attack is by using his cape. In fact he is able to perform a number of highly-devastating cape-based attacks. It forms a very effective shield too. Not only this, but he has a killer slide and he also carries a chain which he can wrap around the ankles of any enemy that dares to get in his way.



TUROK: DINOSAUR HUNTER

Turok has been transported to the present to save the world from bionically-enhanced dinosaurs. He comes from the 19th century and has to adapt to living in a modern society. he's also due to make his NU64 debut next year!

X-O MANOWAR

He's a warrior sent from the past to protect the Earth from aliens. He is armed with a suit of armour. He's quite a tough guy. He has the same character synopsis as all the other Acclaim Comic superheroes. Sigh.



If whips & chains excite you, get some hand relief.



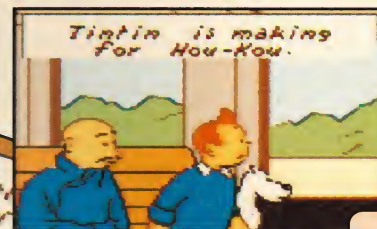
Noone, as far as we know, has ever done a TinTin game before. Well, Infogrames have kidnapped the licence in much the same way as the baddies always run-off with Snowy, except that it looks like Infogrames have done a much better job than the comic book rogues.

TinTin eh, always in trouble him. Send him down the shops for a tin-tin (gag) of beans and the little Belgian truffle ends up being kidnapped by strange Arabic-types and taken to the moon on a camel via some bizarre mountaintop location.

But, if you look at the company he keeps it's no surprise. If he's not trying to keep the good Captain Haddock off the sauce, then he's having his brain bombarded by the deformed Professor Calculus.

And that Snowy, there's a dog that needs some serious Barbara Woodehouse treatment. He's run away, been abducted and held to gunpoint more times than any other pooch on the planet. He must have some seriously expensive fur for the crim types to go to such lengths to liberate him from his owner.

Ranting aside, if these incomplete levels are anything to go by, then Infogrames have really captured the feel of le petit adventures books and cartoons. And, in the best TinTin cartoon tradition we'll end here and you'll have to wait until next ish for more. Cue music and titles. Ha-ha.



IT'S HERGIE'S ADVENTURES OF TINTIN!



Chang, Chang's alive! I'm off to Nepal!



Tintin in Tibet

IT'S PLAIN TO SEE

Infogrames have used a revolutionary planing technique for TinTin in Tibet. On many of the levels TinTin can operate from three different plains. In gaming terms what this means is that the little Belgian reporter can come to the very front of the screen in an extremely smooth fashion and avoid life threatening objects in the same instance.



YODEL-AY-EE-OO!

As is TinTin's whim, he can't have an adventure without something horribly dangerous happening. Come to think of it he probably couldn't make it to the toilet without having a major escapade with some sharp object or other. Here, Tintin and the venerable seadog, Haddock, scale a Tibetan mountain slope. Not only does it need some dexterous pad depressions, but it also shows the great lengths Infogrames have to vary the play while also keeping the comic book feel.

BOSS DRUM

Further into this platform puzzler, Herge's best mate has to pit his bepuzzled wits against the tantric intellect of the Tibetan monks. As they beat out a rhythm on their drums TinTin must copy the pattern to get passed. It sounds cinch, but sacre blue mon dieu, it's a pain in the derriere!



GAME DATA

- GAME: TINTIN IN TIBET
- BY: INFOGRAMES
- RELEASE: TBA
- GAME TYPE: PLATFORM PUZZLER
- PLAYERS: 1
- CART SIZE: 12 MEG





(LEFT) TinTin and Snowy play the invisible lead game.

IT LOOKS JUST LIKE THE CARTOON!

IT'S A PLATFORM PUZZLER ON THE SLOPES OF TIBET!



BONJOUR TOUT LES MONDE, WELL TO THE GAME BOY ANYWAY

Okay, so the French is a little ropey and to be honest we don't really know why we're rambling on in le tongue de la garlique because old blonde locks was from Belgium. The point, however, is that TinTin in Tibet is coming out next year on the Game Boy. Or should that be Le Jeu-Garçon? Anyway, it's splendid news for Game Boy owners and we'll have more news as soon as it arrives with the crates of Golden Delicious and the surly lorry drivers.



JEUX SANS FRONTIER

As if we haven't emphasised it enough, TinTin in Tibet combines a wide variety of very different locations to make up its play. And, although essentially a platformer there's a very strong whiff of puzzle to contend with. Okay, so for the most part the puzzles are all things like object placement to enable you to make that elusive jump to the next platform, but they still require a workout with the grey matter. Infogrames are also the first company to force a game character to fight against a psychotic woman with a Hoover and we won't even go into what happens with the Yak.



Now you can play
with your
WORM
in public.



GAME BOY



Earthworm Jim TM © 1995. Shiny Entertainment Inc. Published 1995 Virgin Interactive Entertainment (Europe) Ltd. All rights reserved.

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

Someone up there definitely likes us. Some kindly super-being has smiled his benevolent smile upon all the Super NES owners of the world and decided to release one of the greatest games of all time - the magnificent Micro Machines 2. We're not worthy...

Micro Machines, for those of you who have been dead for the last ten years, are those smart little model cars, bikes, boats and trucks much treasured by nippers everywhere. Not the most immediate toy licence upon which to base a game, you might think. However the beauty of these machines is that they can go absolutely anywhere - up trees, across the kitchen table, even around the bog seat! It sounds daft, I know, but it all makes for some of the best racing fun seen on any machine and it's all coming to the Super NES very soon indeed.



TURBO TOUR

World Exclusive®

YOU CAN'T BE SERIOUS!

Micro Machines 1 was itself a very fine game boasting a bevy of tortuous courses and a selection of brilliant little machines from which to choose. A selection, I might add, that is made to look rather poor and paltry when compared to that of Micro Machines 2. This new game features all the best machines from the original plus a large batch of brand new 'uns too. All-terrain bikes race around frozen gardens, Dumper Trucks struggle to stay on top of rotating corn-cobs whilst Drag racers burn rubber down the side of the bath. And those are only the ones we're telling you about. Much more will be revealed in next month's EXCLUSIVE review.

SOME SERIOUS FOUR-PLAY

The emphasis in Micro machines 2 is most definitely fixed on fun - fun for up to four-players and in a variety of ways too. Single players have the choice of five play modes including the normal Practice and head-to-head modes plus an all-new, ex-ter-emely tough Super League option. It is advised that players make themselves familiar with all courses before embarking on a conquest of the Super League - strictly for experts only. Two or more players have a full range of play options too, the most fun being the four-player team games that have two players sharing one Super NES joystick. But more about that intriguing feature later.



Laps 2

16
A HO



Micro Machines

TURBO TOURNAMENT

YOU NEED FRIENDS

It's not just the number of vehicles to race in that has been altered in Micro Machines 2, the number of player selectable characters has been greatly increased too. Walter, Chen, Emilio, Jethro and their four other cohorts from the original MM are still in there, large and daft as ever. However, Micro Machines 2 has added a further eight characters from which to choose. Just like MM1, these characters have their unique driving styles when controlled by the CPU, but are just as good or bad as the player when selected. MM2 also offers gamers the opportunity to rename the characters too. No real practical use, but fun all the same.



WILD AND SOMEWHAT WACKY CHARACTERS TO CHOOSE!

LOT OF TRICKY TRACKS THAT ARE JUST PLAIN SILLY!

FEROCIOUS FOUR PLAYER FUN IN THE AREA!

RED LIGHT SPECIAL

Mario Kart certainly started something when it introduced the brilliant Turbo Start feature. Virtually every other racing game created since then has included it in some way, Micro Machines 2 is no exception. At the start of each race three horns sound, the last parp being of a higher pitch than the previous 2 - the signal for the racing to commence. Canny players, though, will have been sneakily revving their engines in anticipation of the third horn. Timing this correctly, you see, results in the MM2 equivalent of the Turbo start. Similarly, mistiming the start results in the MM2 equivalent of the severely cheek-reddening wheel spin. Doh!



GAME DATA

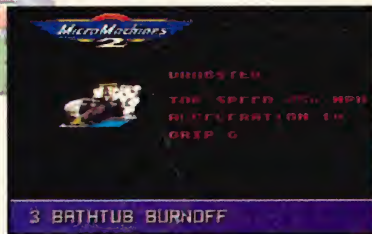
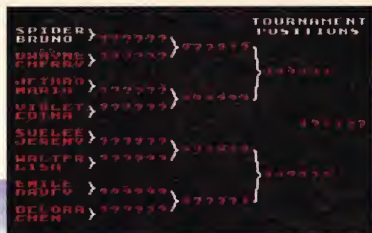
- GAME: MICRO MACHINES 2
- BY: OCEAN
- RELEASE: NOVEMBER
- GAME TYPE: RACING
- PLAYERS: 1-4
- CART SIZE: 8 MEG



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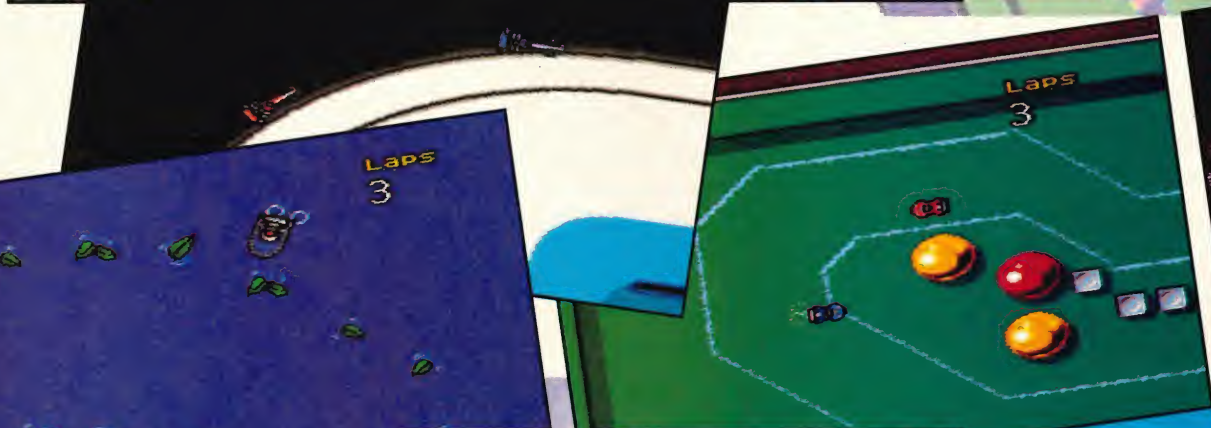
THREE THE HARD WAY

Smart new feature alert. Players entering into the game's Tournament option are now faced with a further three race choices to ponder. Newcomers to the game are referred to the Rookie tournament - a first-to-three race across a selection of some of the game's easier courses. Who's going to Admit publicly to being a beginner, though? Players are far more likely to go for one of the "harder" options - the Mega Mix ans Pro Tournament. The former is a veritable tombola of the best and worst courses the game has to offer, whilst the latter provides a selection of only the toughest courses for gamers who are "That Hard".



MULTI TAP, SHMULTI TAP

Micro Machines 2 is four-player compatible. Great, eh!? Greater still is the fact that owners of this fine cart need not own one of those pricey Multi tap to enjoy the multi-player shenanigans thanks to the inclusion of a very ingenious pad-sharing feature whereby two cars may be controlled with one pad - here's how: The cars accelerate automatically and one player controls his or her vehicle using only the D-Pad with the L button acting as a brake. The next player uses the four buttons to steer their vehicle and uses the R button to brake. Like I said, ingenious. Ingenious and incredibly fiddly.



MINI MICRO MACHINES

Without any doubt the best feature of Micro machines is their sheer, well, micro-ness. However, in Micro Machines 2 on certain courses they've shrunk even further to almost microscopic proportions. Mere words cannot describe the smartness of this feature. Suffice to say you won't have had so much fun racing tiny cars around one of those Fisher Price-type road sets since you were in trainer pants. Vroom, nyeeerr, screeee! Etc...



WHAT'S THE SCORE?

In two-player games the scoring system in Micro Machines is simple to understand - the first player to reach the top of the screen collects a point at the other player's expense. In games involving three or four players, though, the whole scoring system becomes, well, rather pear-shaped actually. Each player has their own score bar made up of the usual eight dots. Points are scored in the usual manner - by getting to the edge of the screen first. The first player to lag too far is disqualified and deducted two points, the next to fall by the wayside is deducted one point and it is left to the remaining two players to battle it out. The winner is awarded two bonus points and the runner-up receives one. And so it goes throughout the whole race which, rather than being a limited lap affair, is only over when one player has lit all the lights on their score bar. best get dug in for a few very lengthy battles.



MICRO MAÑANA

Racing appetites well and truly whetted yet? Good, now all you need do is patrol the neighbourhood, looking out for cars that need washing, lawns in dire need of a mowing or whatever else you can see that you could possibly earn a couple of quid from, because one thing's for sure - you will want to own this game. Be sure to tune in to next month's full and EXCLUSIVE review to find out why.



INTERNATIONAL SUPERSTAR SOCCER



You need
BALLS
to play this
game...



The sequel to the "best ever" soccer game is about to hit the pitch. **ISS - Deluxe** is heading your way and when it arrives it'll kick every other footie game into touch. With realistic sprites making 36 teams of recognisable celebrity players, increased CPU intelligence, over 40 brand new features and an incredible four way play option - the question is to you have the (foot)balls to play?

New teams, new players, new stadiums, new strategies and new techniques - we've even got some new balls! The future of 16bit soccer is coming.

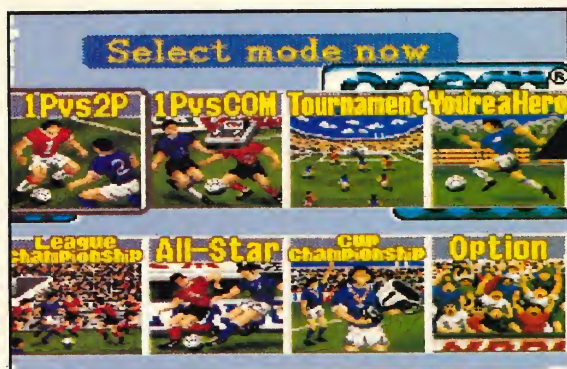
It's Outstanding!

Release Date: 17th November 1995

SUPER NINTENDO
ENTERTAINMENT SYSTEM

All of a sudden we seem to be inundated with football titles. With FIFA '96 and International Super Star Soccer Deluxe about to sprint onto the Wembley turf, it might not seem an ideal time to release another footie sim. However, Ocean don't seem phased in the slightest, as they throw their hat into the ring with 90 Minutes European Prime Goal. So, pull your shorts up tight, lace up our muddy size sevens and let me and my Valderama style haircut walk you along the touch-line...

90 Minutes European Prime Goal was originally called Prime Goal Three, but because Ocean neglected releasing earlier versions under the same umbrella they wanted to give the game a new identity and also let punters familiar with the Prime Goal series cotton on. Ocean's latest attempt to fill Wembley features 14 of our most hated Euro cousins and a full subs bench of gameplay options and new features.



A GAME OF TWO HALVES

The game starts with the usual array of gameplay options. As well as the one or two player exhibition games there are League, Tournament and Cup modes. In League mode the player participates in 26 matches with the team gaining the most points being crowned the champions. Cup mode is the usual knockout tournament between all or some of the nations. Tournament mode allows up to six players to compete in a round-robin tournament to decide the winner. Alternatively, play as Scotland, foul everybody and jet home from the tournament a week early. No offence to the sweaties intended, honest.



90 minutes EUROPEAN



OH NO, I CAN'T



EXTRA TIME

As well as the standard gameplay modes, 90 Minutes features a couple

of unusual options. In 'All-Star' mode all the clubs are divided into two teams with the best from each representing their respective All-Star team. Conversely, 'My Hero' mode allows the player to create a player, train them in a variety of skills and then after rigorous training the poor little knackered out sprites can join any team they want. Surprising that there is no penalty shoot out option though. Well, not really. It's an english game and we all know how accomplished our national side is from the spot.



X MARKS THE SPOT

If the player is an avid Arsenal fan they'll probably want to play the long ball game. If this is the case, then the 'X' feature is ideal. Play the ball long and an X is marked on the field. And guess what, this is the where the ball will land. If a player can get underneath the X before the ball lands they can produce a variety of moves from heading to overhead kicks. That is unless you're Dennis 'where's the goal, oh I thought that was a fisherman's net' Bergkamp of course.



50-50 BALL

A rather unusual occurrence happens when there is a fifty-fifty ball. The main match screen is replaced by a close up of the two players. The players use the control pads to determine which direction they wish to go. If the defender is to win the ball, he has to guess the direction the attacker is going to dribble, otherwise he'll end up on his backside with the winger skipping deftly past him, laughing demonically.



PRIME GOAL



QUICK ONE-TWO

A slight letdown with most footy titles is the passing game. It's okay if you're the player in possession because the ball is usually passed directly to feet. With 90 Minutes, however, the passing is slightly different.

Obviously there's the standard passing, but there's also the option to play the ball into space and let another

player run onto it. Also, if the player keeps their finger on the pass button, the ball is released the moment it reaches the other player's foot. So there's the chance of a very quick counter attack.

Being a Hammers supporter we never really see much of this, well unless it's the visiting side.

EUROPEAN NATIONS TO FOUL!
L OPTION TO TRAIN PLAYERS!
BE BRAZIL! LATVIA IT IS THEN!



GAME DATA

- GAME: PRIME GOAL
- BY: OCEAN
- RELEASE: TBA
- GAME TYPE: FOOTBALL SIM
- PLAYERS: 1-6
- CART SIZE: 16 MEG



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: THQ
- PRICE: TBA
- RELEASE: OCTOBER
- GAME TYPE: SHOOT 'EM UP
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: N/A
- BATTERY BACKUP: Password
- CONTINUUES: N/A
- OPTIONS: But a few

GAME INFO

- GAME ORIGIN: Follow-up to Desert Strike and Jungle Strike
- GAME DIFFICULTY: Hard
- SCORE TO BEAT: Complete Oil Rig stages.
- ALTERNATIVES: Desert Strike and Jungle Strike, Desert Fighter

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X Hydras

A Guns

B No Function

Y Hellfires

L/R L: No Function
R: No Function

S Start: Mission screen
Select: No function

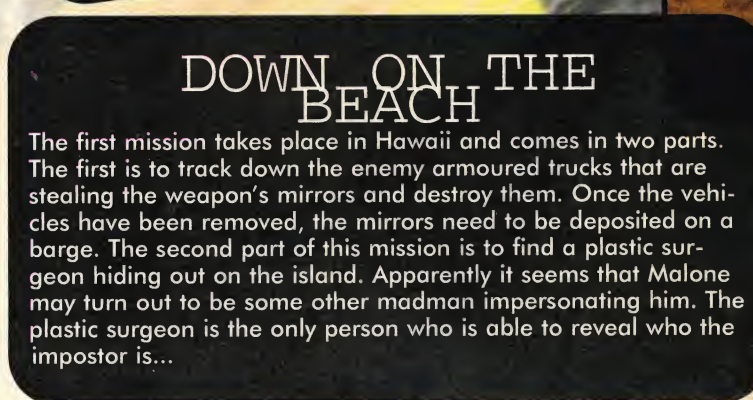
GAME CREDITS

- DEVELOPED BY: Black Pearl
- DISTRIBUTED BY: THQ
- MADE IN: JAPAN
- ARTWORK: © THQ

It always seems a shame that the Super NES version of many games comes out so long after other formats. The hype of the game has already died down and rumours of the next instalment are spreading just as the Super NES version hits the streets. Still, at least Urban Strike has finally arrived - better late than never - and it looks like it could be worth the wait.

The year is 2006 and the ruthless industrialist H R Malone is secretly planning to take over the US government. Malone lost the presidential election but has lots of followers who will stop at nothing to see him in power. Agent Ego of the United Special Forces was able to uncover Malone's plans. He found that Malone was in the process of putting together a deadly super weapon with the first part being completed in Hawaii. Sadly, Ego was rumbled and was killed by a car bomb.

Luckily our hero - you, in other words - was on vacation in Hawaii and gets sent in to sort out Malone before the weapon is totally complete. Okay, that's the plot, let's take a look at the game.



DOWN ON THE BEACH

The first mission takes place in Hawaii and comes in two parts. The first is to track down the enemy armoured trucks that are stealing the weapon's mirrors and destroy them. Once the vehicles have been removed, the mirrors need to be deposited on a barge. The second part of this mission is to find a plastic surgeon hiding out on the island. Apparently it seems that Malone may turn out to be some other madman impersonating him. The plastic surgeon is the only person who is able to reveal who the impostor is...

URB STR



BAN LIKE

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

CHECK OUT THAT WINCH

One of the new features in Urban Strike is the ability to pick items off the ground and winch them out of the helicopter and drop them off at another destination. One problem is that the player needs to fly very carefully because coming under too much fire results, rather annoyingly, in the object falling to the ground and being destroyed.

OIL RIG MAYHEM

After rescuing the plastic surgeon and hopefully having the rest of the mission go according to plan the next task is to solve the mystery surrounding the madman. The rumours that Malone is really some impostor turn out to be true. He is in fact Drugs Lord Carlos Ortega - know his name from somewhere - and apparently mirrors that were stolen in Hawaii were going to be launched into space and used on a satellite reflecting device to use with his laser weapon. The second and third missions involve taking control of the Baja Oil Rigs. Part of these mission even sees the player exiting his chopper and heading off on foot to take control of the main rig.

COMMENT



SHAUN

Urban Strike is the third and, so far, final part in the series so how much more does this game add to an already successful formula? For a start there is the option to winch items rather than just picking them up and forgetting about them, then there are the on-foot levels that bring a new challenge to the game. However there are now fewer vehicles to control, so is Urban Strike an improvement or not? Well, taking the game on face value, it plays extremely well and is thoroughly enjoyable. Plenty of weapons, missions in abundance and a stiff challenge ensure there'll be no early completion. Players new to the Strike series will doubtless love it. However, gamers familiar with the two prequels may find it lacks enough new stuff to distinguish it from its predecessors.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

DOWN MEXICO WAY

Next it's off to Mexico on a rescue mission. First there's the scout team who are being held in a POW camp before heading off to liberate the imprisoned defence contractors. Malone is sending in the paratroopers to see them off so time is not on the player's side. Once completed, the player has to steal Malone's Ground Assault Vehicle plans before getting his hands on a GAV and heading to The Shack to remove a smart bomb. Take it to Malone's factory and drop it at the front door. It's as simple as that. I think.

I LOST MY HEART IN SAN FRANCISCO

Welcome to California and San Francisco. Malone has taken over Alcatraz prison and the Presidio military base. The mission starts with the player having to destroy the bombs that have been strategically placed on the Bay and Golden Gate Bridges. Then it's off to blow up Malone's Radio Tower and his main HQ before heading out to Alcatraz where the player needs to secure the guard towers before setting off on foot again to restore order to the prison.



GO WALKABOUT

For the first time in any "Strike" game the player is able to leave their vehicle and explore a number levels on foot. The player sets off armed with missiles and an MR 9 gun. One thing to watch out for is that without the protection of the vehicle, it means that the armour is pretty non-existent.



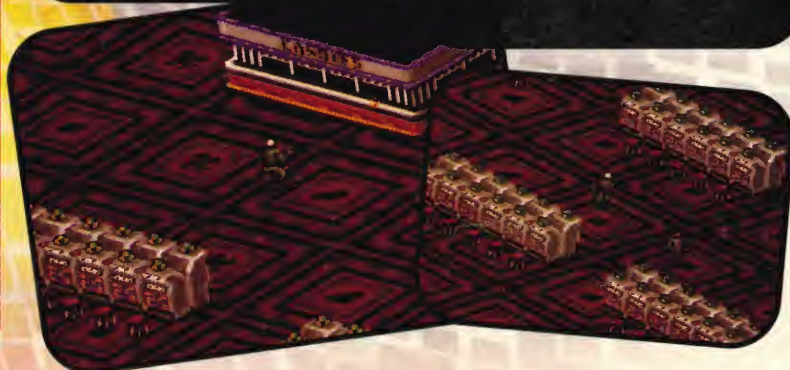
NEW YORK

Malone calls for an air strike to cause maximum mayhem to the city of New York. With civilians trapped under buildings and skyscrapers there is no option but to take to the air again. The first assignment is to take out as many enemy aircraft as possible before tracking down and rescuing the civilians. Once that has been completed, the player has to make their way to the World Trade Centre where NAFTA members are being held hostage. There is also a time bomb ticking away somewhere which has to be disarmed. How's a guy to cope?



GAMBLE WITH YOUR LIFE

You've got this far, most of the civilised world can now sleep safely as Malone is on the run. In fact, he's retreated to his HQ in Las Vegas, announcing his arrival with a tidy bit of destruction on the Vegas Strip. So, the first task is to regain control of the city. The only task, in fact, that stands in the way of the final encounter beneath Malone's casino.



COMMENT



CHRIS

With this being the third game in the "strike" series, it's possible that this could be no more than a rehash of the previous two games.

However, the game fares well in the amount of varied assignments you are confronted with for each particular mission. Leaving the helicopter behind and protected by just a light flak jacket, hand-to-hand-combat is even required on some missions. The challenge to complete each assignment before being shot down, running out of fuel or even time before a bomb goes off totally blows your chances is truly addictive. Nail biting stuff! My name is Christopher Hobbs and this is my first comment. I Thank you.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

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|-------------|--------------------------|--------------------------|--------------------------|--------------------------|
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| REFLEXES | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| ORIGINALITY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

LOW FAIR GOOD HIGH

LONG-TERM INTEREST

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| MONTH | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| YEAR | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

LOW FAIR GOOD HIGH

GRAPHICS

▲ Great looking graphics. Nice size sprites. Probably the best of the whole series.

91

▼ Poor explosion animation

SOUND

▲ Realistic sound effects with helicopter.

89

▼ Explosions all seem a bit wimpy.

PLAYABILITY

▲ The control method takes a while to master but soon becomes extremely playable

89

LASTABILITY

▲ A daunting number of assignments with great variety in each mission

87

▼ Failing at a mission results in annoying repetition

OVERALL

Not the best of the Strike bunch but very good shoot 'em up all the same. Well worth a whirl.

88

PREVIEW GAME BOY

Arcade excitement comes to the Game Boy and the NMS boys have been able to get an EXCLUSIVE preview. After all the hype of the Super NES version, all of which is highly deserved, Killer Instinct has arrived in portable form. So let's look at what is undoubtedly the biggest title of the year for the good old Game Boy.

Over the past year Rare have produced arguably the most realistic and life-like games for the Super Nintendo with Donkey Kong Country and Killer Instinct. People were stunned at what they had achieved. Fully rendered graphics on the 16-bit system were one thing but suddenly the same life-like characters appeared on the Game Boy in the shape of Donkey Kong Land. The same technology has been employed once more to produce the ultimate beat 'em up, Killer Instinct.



TWO DOWN EIGHT TO GO

Unfortunately due to the size of the cart and the programmers wanting to keep all the moves that are found in the arcades and on the Super NES, three characters have been given the chop. Cinder, who was always rumoured by other magazines to be missing from the Super NES version has finally been extinguished and Riptor have also been withdrawn. Eyedol is heavily rumoured to be hidden in the game and can be found by... Oh come on you didn't really expect me to tell you, did you?

SHOW NO MERCY

The one thing that Killer Instinct on the Game Boy had to have is all the finishing moves, and no one will be disappointed. From Fulgore's Machine Gun to Chief Thunder's Rain Dance, all the moves are here along with all the necessary blood and guts. Well spinach-coloured blood and guts anyway.



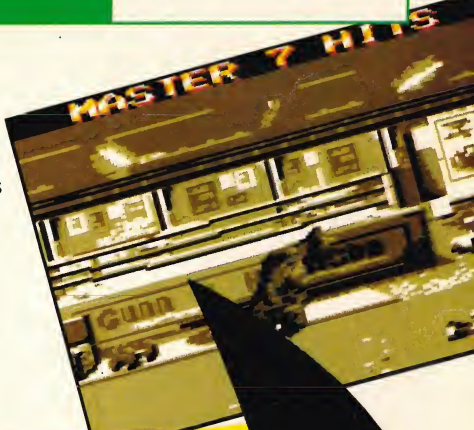
GET DOWN AND BOOGIE

For all those that get a bout of guilt as they are about to rip their opponent's head off. There is the option of the Humiliation move. Instead of totally destroying an opponent with some bloodthirsty move, the player can pull off a humiliation reducing opponents to dancing fools. What are you, a man or a mouse?



COMBO CAPERS

Once the basic moves have been mastered, the player can start to put together combos. A combo is a combination of buttons and moves that when strung together produces an attack with extra hits. Be cautious of using too many combos as each character has a combo breaker. A combo breaker is a move that allows the advantage to be switched from defence to attack.



**FROM THE ARCADES TO GAME BOY!
ALL THE FINISHING MOVES!
SPINACH COLOURED BLOOD!**

THE ULTIMATE IN COMBO KILLINGS

Both players have two energy bars that decrease the more they are hit. When the player reaches the final part of their second bar it starts to flash. This is when the opponent's eyes light up. They know that you are there for the taking and can produce the famous Ultra Combo. An Ultra Combo is made up of a standard combo but allows the player to add an extra move to the end to change it into a humiliating experience for the victim. There is nothing the other player can do except watch as they receive anything from a twenty to forty hit combo and suffer as their friends ridicule them for the rest of the night.



GAME DATA

- GAME: KILLER INSTINCT
- BY: NINTENDO
- RELEASE: NOVEMBER
- GAME TYPE: BEAT EM UP
- PLAYERS: 1-2
- CART SIZE: 4 MEG



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: EA SPORTS
- PRICE: £44.99
- RELEASE: MID NOVEMBER
- GAME TYPE: SPORTS SIM
- CART SIZE: 12 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: N/A
- OPTIONS: Exhibition/practice

GAME INFO

- GAME ORIGIN: Reworking of NHL Hockey 95
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Try the gruelling '84 game season and win!
- ALTERNATIVES: Wayne Gretzky, NHL '95

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Improved

- X** Fake shot, control goalie, touch pass
- A** Wrist/slap shot, save, speed up, body check, pull jersey
- B** Pass, control defence, poke check, uppercut
- Y** Dump puck, hold, hook, dive, flip, punch
- L/R** L: Hit ice block, quick stop
R: Hit ice block, spin-o-rama
- S** Start: Select team/match
Select: No function

GAME CREDITS

- DEVELOPED BY: TIBURON
- DISTRIBUTED BY: EA
- MADE IN: USA
- ARTWORK: © 1995

The Ice Age dawns again and lawlessness reigns in chaos. But this is nought to do with the freezing of the planet, this is ten big angry blokes with sticks 'n' skates in EA's return to the hockey circuit.

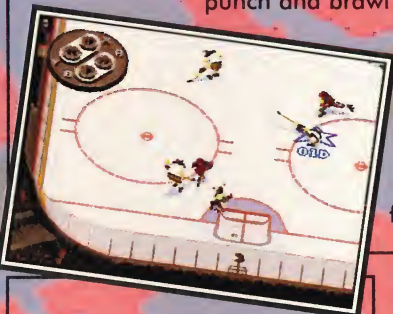
It's surprising how popular ice hockey games aren't it really, considering what a minority sport it is in our fair isle. But then I guess the idea of sitting somewhere warm with me Super NES and joypad is a whole bunch more appealing than thundering around an ice rink pursued by four massive, grunting brutes brandishing sticks at you. And those skate thingies don't half come sharp when they slide over your little pinkies as you lie prostate on the ice. Yes, a far better bet is to avoid the cold slushy stuff and play NHL, especially with all the enhancements the new version boasts...

NHL '96



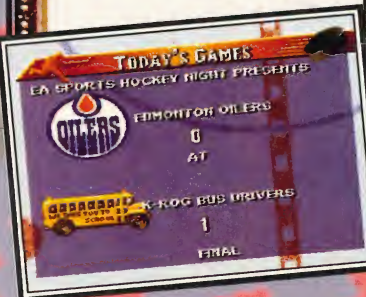
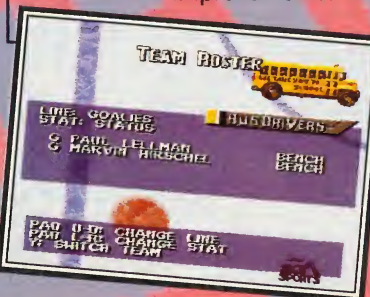
ONE OFF EIGHT?

Oh yes, gamestrels when these fellas get miffed with one another, it's straight in with the fists, well, with the joypad at least. Once it 'kicks-off', a stamina and a Jersey meter appear on the screen. Then, before the ref turns up to ruin the fun you grab, punch and brawl your opponent until his power bars are gone, thus flooring him in a most satisfying manner. Either way, when the boss turns up its five minutes in the sin-bin for yer. Of course you don't have to fight, you could always pick wild flowers.



YOU BETTER, YOU BETTER, YOU BET

EA are hardly known for churning out pump games, especially sports titles, but NHL's last outing met with mixed reviews. So, as if to answer the critics the '96 version is crammed with improvements.



COMMENT

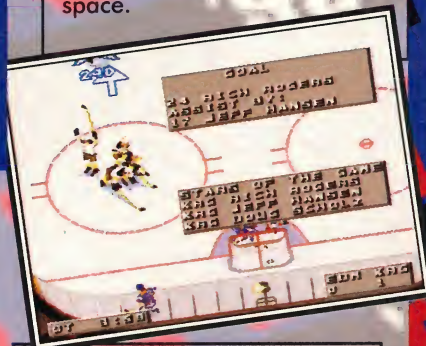


NHL 96 is a vast improvement over its older brother. For one, none of the slow-down that NHL suffered is apparent at all and furthermore there's none of that nasty juddery sprite-type stuff anywhere in sight. In this day and age it's hard to be impressed, but up here in the NMS loft, mouths dropped so wide there was a bigger draft than you get from an outside lavvy. The amount of choice available to the player is wide, with a massive 84 teams and, if you've got the stamina, a massiver league campaign for you to embark upon. I really haven't a bad word to say about NHL 96, it's probably the most realistic and absorbing examination of Ice Hockey I've played for a good while.



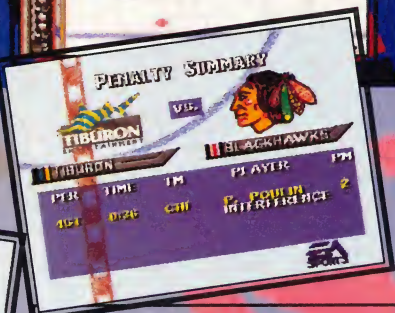
MOVE MADNESS

The new version boasts a host of new moves with which to ice-dance along to. EA have introduced drop-passes, fake shots, the fancy spin-o-rama's and quick stops which bring your player to an abrupt halt and maybe give him that extra inch of space.



BODY TALK

Another aspect EA have taken to pieces and rebuilt is the physical part of the game. A lot more emphasis has been placed on body checks and now, with multiple injuries to players and goalies a threat, you can send in an enforcer to take out that thorn in your side.

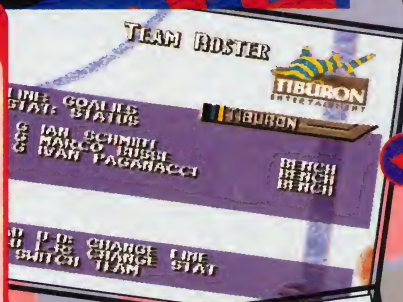


COMMENT



SHAUN

EA has really smoothed out the gameplay on all their sports titles on the Super NES and NHL 96 is no exception. It's fast, smooth, realistic and has a host of new moves and options. This is one of those games that, even if you have the original, you may want to think about upgrading to. Even the crowd with its arena atmosphere and music helps to give the game a very professional look and feel. The best ice hockey game on the market.



STATS MY BOY

EA wouldn't be EA without packing just about every single statistic, every tiny piece of information about the game possible into the cart. The press of a button reveals stats on scorers, league positions, offences and just about everything else apart from what they had for tea and what size skates they take. Both are planned for NHL 97, we're assured.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

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|-------------|--------------------------|--------------------------|--------------------------|--------------------------|
| STRATEGY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
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| ORIGINALITY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | LOW | FAIR | GOOD | HIGH |

LONG-TERM INTEREST

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| YEAR | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | LOW | FAIR | GOOD | HIGH |

GRAPHICS

▲ Again these are of the highest standard. Again these are of the

85

▼ Again these are of the highest standard. Again these are of the highest standard. Again these .

SOUND

▲ Again these are of the highest standard. Again these are of the

73

▼ Again these are of the highest standard. Again these are of the highest standard. Again these .

PLAYABILITY

▲ Again these are of the highest standard. Again these are of the standard. Again these

91

▼ Again these are of the highest standard. Again these are of the highest standard. Again these Again these.

LASTABILITY

▲ Again these are of the highest standard. Again these are of the standard. Again these

93

▼ Again these are of the highest standard. Again these are of the highest standard. Again these Again these.

OVERALL

Again these are of the highest standard. Again these are of the highest standard. Again these are of the highest standard. Again these are of the highest standard. Again these . Again these are of the highest standard. Again. Again these are of the highest. Again these are of the highest

90

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: EA
- PRICE: TBA
- RELEASE: AUTUMN
- GAME TYPE: SPORTS SIM
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-5
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: N/A
- OPTIONS: Customise match

GAME INFO

- GAME ORIGIN: The game that very tall people play.
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Beat San Antonio 108-95 with Houston
- ALTERNATIVES: NBA Live '95, NBA Jam TE

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Very good

X Crossover dribble

A Shoot

B Pass

Y Steal

L/R L: No Function
R: Turbo

S Start: Starts/pauses
Select: No function

GAME CREDITS

- DEVELOPED BY: TIBORON
- DISTRIBUTED BY: EA
- MADE IN: USA
- ARTWORK: © EA

Welcome to the NBA. Where everyone is 7'0" tall and wears at least a size 19 shoe. The latest EA game-of-the-sport, NBA Live 96, has arrived. All the players from the NBA are in the game, including then two new Canadian teams, so We've put our San Antonio Spurs vest on, donned a pair of two foot platforms and sneaked onto the players bench to get the lowdown.

After the huge success of the Bulls Vs Lakers/Blazers series, EA came up with a different looking basketball game called NBA Live 95. The game was played at a different angle to the Bulls series but was equally well received by the press. In fact, it's quoted as being one of the best selling five-on-five basketball games of all time. With this in mind, EA have gone away and come up with an even better looking sequel with better graphics, loads of added extras and improved gameplay.



TIP OFF

As most have come to expect with an EA sports game, there are lots of options from which to choose.

Anyone new to basketball would benefit most from playing an Exhibition game. Here the player or players select thier teams and go straight into a one-off game. The game options are switched off during these matches which makes the game easier to get into - some of Basketball's peculiar rules take some getting used to.



NBA LIVE

LIVE 96



REVIEW
SUPER NINTENDO
ENTERTAINMENT SYSTEM



IT'S A LONG OLD SEASON

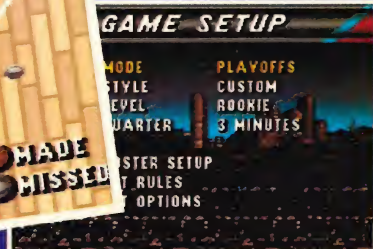
If the player feels they are good enough to compete for the NBA finals, there is the Season option. People complain that we play too many games in our football season, but in the NBA they play 82 games - and that is even before they have made the playoffs! EA get round the problem of having to play all 82 games by allowing the player to Simulate the game. All that happens is the result is put on the screen without having to play the match. At any point during the season, the player can switch between playing the match or getting the simulated score. For those that want to play through a season, but do not want to play 82 games, there is the option to reduce the season down to 28 or 56 games or to go straight into the playoffs.



| 1994 - 1995 TOTAL GAMES | |
|-------------------------|----|
| 10 RODMAN | 49 |
| 32 ELLIOTT | 81 |
| 50 D. ROBINSON | 81 |
| 15 DEL NEGRO | 75 |
| 6 A. JOHNSON | 82 |

CUSTOMISE THE GAME

So you want to push people around the court and not get fouled out. No problem. NBA Live 96 allows the player to customise the rules to suit their playing style. The foul sensitivity can also be adjusted so you can get away with a little more contact. For those that really understand the game, they can alter the offensive and defensive strategies. This means that the player is able to choose the set and the play they want executed. There are seven offensive sets each containing four to ten plays. There is also the option for the player or computer to select which play they wish to run. Understand all that, good. Now can someone explain it to me?



COMMENT



SHAUN

The first thing to say about NBA Live 96 is that it plays much better than the original. It is so much more smooth and the speed that you seem to glide around the court is quite incredible. For once though, there does not seem to be that many new options that would make someone that has the original go out and buy it. There is always updated stats, but how many game players care about that. Don't get me wrong the game is brilliant and I would recommend if you haven't got NBA Live 95 and your looking for a basketball game, then you need look no further.

| FIRST QTR STATS | |
|-----------------|--------------------|
| 6 / 9 | FIELD GOALS 67.8% |
| 66.6% | 3 POINTS 0 / 0 |
| 2 / 3 | FREE THROWS 100.0% |
| 66.6% | |
| 0 / 0 | |



UPDATED PLAYER STATS

For all the sporting boffs out there and, let's face it, there are lots of them, NBA Live 96 features all of NBA players complete with their 1994-95 season stats. So for those out there that want to know David Robinson's free throw average or Shaquille O'Neal's three pointer percentage. you know where to look, you sad muppet.

| | | |
|------|--------------|------|
| ★★★★ | SCORING | ★★★★ |
| ★★★★ | REBOUNDS | ★★★★ |
| ★★★ | BALL CONTROL | ★★★★ |
| ★★★★ | DEFENSE | ★★★★ |
| ★★★★ | OVERALL | ★★★★ |

THE REAL THING

NBA Live 96 is as close to the real thing as you can get. For those that want the absolute real experience there's the Simulation game. In this mode, players tire, get injured and fouled out etc. Substitutions could be the key to victory. With new music, chanting from the crowd and arena sound effects, it's just like sitting on the players bench. Sort of.



SLAM DUNK

One of the really cool features of NBA 96 is the way the computer can send a member of team towards the opponents 'D'. If he is given the ball he dunks it with his own signature move. There is the option to slow down the dunks in the

game which actually works incredibly well, and looks most spectacular.

IS THERE A DRAFT IN HERE

The start of the new NBA season will see a change. For the first time there will be two teams from Canada. They are the Vancouver Grizzlies and the Toronto Raptors. If one of these teams is selected, the first thing is to draft players from other teams in the NBA. Only one player from each team is selectable, but this does mean that an all-star team can be put together. The thought

of it - a Canadian team winning the NBA finals. Wouldn't the yanks love that!



COMMENT



Smart - another Basketball game. Smarter still - it's the sequel to EA's smart NBA Live 95. But, oh dear - Aren't all EA sequels just rehashed versions of earlier games? Oh deary dear - this one looks incredibly like last year's model and it plays a bit like it too. Yep, it looks like NBA Live 96 has received the Madden treatment - ie, it's had a complete reworking in the stats department whilst the graphics and gameplay has remained largely untouched. True, it's been speeded up slightly, is smoother and has slightly sharper graphics. But if you already have NBA Live 95 you'd be looking for a lot more from the sequel. That said, if you don't own NBA Live 95, Live 96 could be just the game for you. Certainly there is no "proper" basketball game to equal it.



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

| | | | | |
|-------------|--------------------------|--------------------------|--------------------------|--------------------------|
| STRATEGY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| ACTION | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| CHALLENGE | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| REFLEXES | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| ORIGINALITY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | LOW | FAIR | GOOD | HIGH |

LONG-TERM INTEREST

| | | | | |
|-------|--------------------------|--------------------------|--------------------------|--------------------------|
| HOUR | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| DAY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| WEEK | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| MONTH | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| YEAR | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | LOW | FAIR | GOOD | HIGH |

GRAPHICS

▲ Very realistic movement with great detail to court and background.

93

SOUND

▲ Great rock music intro with arena atmosphere during the match.

91

PLAYABILITY

▲ Very easy to get into, but will take a while to master the special dunks.

90

▼ Selecting nearest defensive player is sometimes difficult.

LASTABILITY

▲ Five player option always guarantees maximum lastability.

91

OVERALL

On it's own merit it's by far the best basketball game since NBA Jam TE.

91

I'VE GOT THINGS SORTED.



EVERY MORNING AND EVERY EVENING I CLEAN MY FACE WITH **OXY DAILY FACE WASH**. IT CLEARS MY PORES OF ALL THE GREASE AND MUCK THAT CAUSES SPOTS. AND BECAUSE IT'S MEDICATED IT **HELPS TO KILL THE BACTERIA** THAT CAUSE THEM. LET'S FACE IT, I DON'T WANT SPOTS MESSING UP MY LIFE.

SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE - ALWAYS READ THE LABEL - OXY AND OXYCUTE 'EM! ARE TRADE MARKS.



REVIEW GAME BOY

There are very few games around that are as addictive as pinball. The need for quick hand to eye co-ordination is essential. Gametek are all set to release Pinball Mania which comes with four different tables to choose from.

Pinball games on any console are not easy to do. The game needs a realistic feel so there is the feeling of a ball rolling around the table and not a sprite. Unfortunately there are no hidden bonus levels on Gametek's new pinball release. But let's look at the tables to see where the bonus points will come from.

PINBALL MANIA

BEWARE THE SPIDER

Tarantula is the first pinball table. The way to double the bonus score is to get the ball to go through the gaps at the top with the letters W.E.B. For extra bonus points there is a Lair Ball Trap in the middle of the screen on the right hand side. If the ball rolls in here, the bonus is random in multiples of two from 200,000 to 800,000. Every time the player lights up the S.H.O.C.K letters at the top of the screen a letter from TARANTULA gets lit. When Tarantula is complete there is a bonus of 5 million.

WIN A FORTUNE

Roll the ball through the four suits at the top of the screen to double the player bonus. When the player lights up the word R.E.E.L, this will open the coin insert. Every time the ball rolls into the insert, the player will play either the Fruit Machine or the Craps Table. On the fruit machine the bonus varies depending on the winning line. There is also a Hi-Lo game where the player uses the flippers to determine whether they wish to go higher or lower.

PRISONER ON THE LOOSE

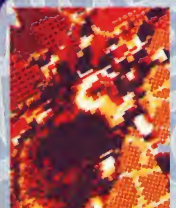
Roll the ball through L.A.W to multiple the player bonus. Spell A.R.R.E.S.T to apprehend a prisoner and collect 350,000. Once a prisoner is captured, the Sentence Ball Trap needs to be hit to convict them. If the prisoner is convicted he will try to escape. When this happens, the player must spell guard in 60 seconds to recapture the prisoner and pick up 2,000,000 points.

MATCH OF THE DAY

At the top of the screen there are four Strip Lights. The ball has to roll through these to multiply the bonus. The player wants to try and get into the Penalty Shoot Out. The player must first spell G.O.A.I.. This enables the Goal Ball Trap to open. Every time the Ball Trap is hit the player receives a 2,500,000 points bonus and light up another letter spelling the word K.I.C.K.O.F.F. Once Kick Off has been spelt the player has 30 seconds to hit as many pads or lights as possible. Each hit will be worth 500,000.



COMMENT



SHAUN

If there is one problem with this game, it's that it's extremely difficult to light things up to move on to the bonus point stages. There is too much to do to get to the better stages of the game. The game although looking rather basic cannot be faulted that much. The movement of the ball seems quite true if maybe a little slow and with the four games on one cart, you can't complain that much.

RATINGS

- BY: GAMETEK
- PRICE: TBA
- RELEASE: NOVEMBER
- GAME TYPE: PINBALL
- CART SIZE: 2 MEG



GRAPHICS

- ◆ Very little to look at. All a bit basic.

SOUND

- ◆ Lacks any pinball effects. At least the music can be switched off.

PLAYABILITY

- ◆ Easy to control but gets frustrating when you constantly lose the ball before the bonus point stages.

LASTABILITY

- ◆ 4 games on one cart should help to give a bit more life.

OVERALL

It plays well but I can't help thinking that I'd rather be playing Kirby's Pinball Land.

69

65

78

79

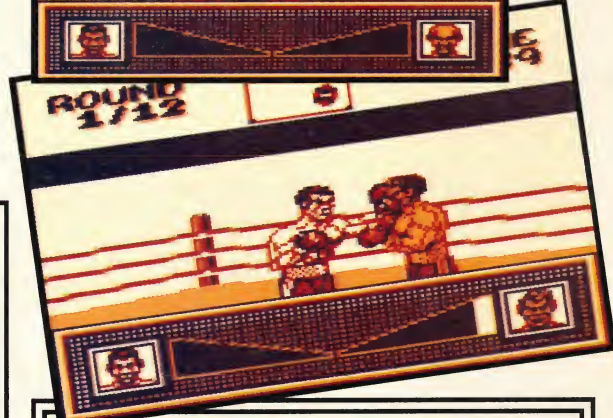
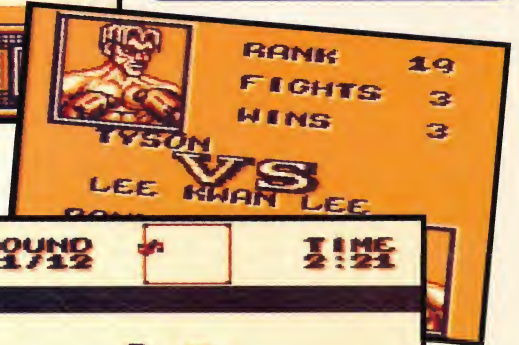
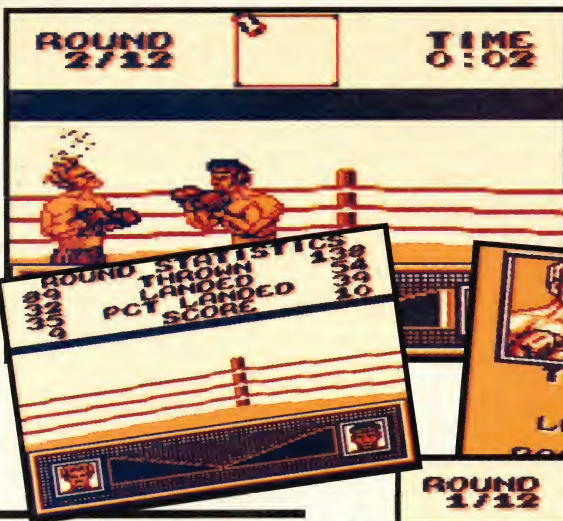
78

Riddick "Big Daddy" Bowe pounded Evander "The Real Deal" Holyfield on November 13th 1992 to become the undisputed WBC Heavyweight Champion of the World. Since then he has lost his title yet remains one of boxing's number one contenders - as this latest Game Boy documentation of his exploits testifies...

Do you have what it takes to go twelve rounds with Riddick Bowe? Here's your chance to find out as Riddick brings his 6'5" 235 pound frame to the Game Boy. Either select a one player match where any of the boxers can be selected or try the Career mode and go for the Championship of the World. Either way, the only damage you'll sustain'll be to your thumbs. Much safer all round.

REVIEW GAME BOY

RIDDICK★BOWE BOXING



THE PROFESSIONALS

The player starts out as a rookie professional, ranked 25 in the world. Once the boxer has been named there is the option to change his characteristics via three bars representing Power, Speed and Stamina. They all start at the same level but can be adjusted for the first fight. One thing to remember is that by increasing one of the options results in a reduction in the other two.

GYM'LL FIX IT

At the end of every fight in Career mode, the boxer returns to the gym to work on their weaknesses. There are a variety of workout items to select, each having varying degrees of benefit to the fighter's three power bars. Items include free weights for heavily increasing the boxers power to the multi-gym that tends to improve his stamina and speed. It's better to try and keep a balance between the three skills. It's no good being able to last twelve rounds because the fighter's stamina is good, if he can't hit for toffee.

RATINGS

- BY: GAMETEK
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: BOXING
- CART SIZE: 1 MEG



GRAPHICS

◆ Nic e sized characters but looks a little basic

81

SOUND

◆ Very few sound effects whilst being punched

79

PLAYABILITY

◆ Extremely good feel with a variety of punches

87

LASTABILITY

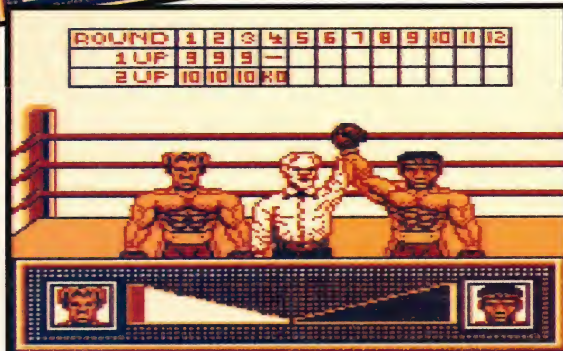
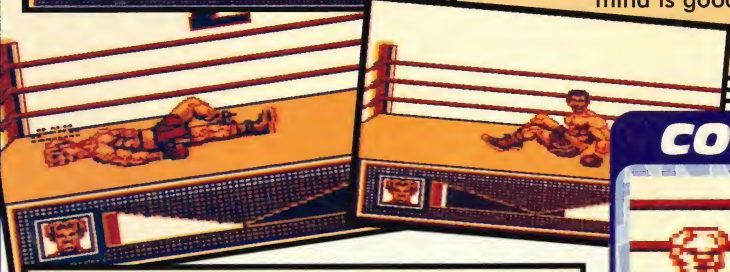
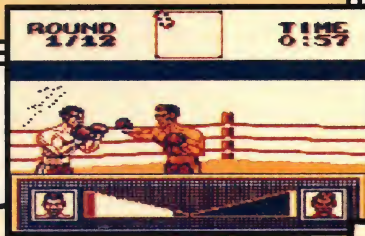
◆ Will take some time before you are ready for Bowe.

85

OVERALL

A basic looking game that plays extremely well. Give it a bash.

84



COMMENT



Riddick Bowe is a big name in boxing and an ideal candidate for a game. The graphics may look a little basic but the gameplay is pretty good and is ideally suited for the Game Boy with a variety of punches depending on the direction on the control pad. If you're in the market for a portable vent for your aggressions, grab your Game Boy and beat up on this.

NHS SMALL TIPS

Once again we have been inundated with all your tips and tricks. Being new to the job I have the unenviable task of sorting through the good from the bad and deciding which is the tip of the month. Don't forget that the sender of the best tip wins two exciting titles from Konami. A generous offer indeed, what with the likes of ISS Deluxe and Give N' Go on the horizon. So, send all your entries to: **I PROMISE THIS IS IN MY BEST HANDWRITING AND YOU WON'T HAVE ANY TROUBLE READING IT**, Small Tips, NMS, 30-32 Farringdon Lane, London EC1R 3AU.



TOTALLY DIFFERENT VIEWPOINT STUNT RACE FX

SUPER NES ★ ★ ★ ★ ★

Cliff Hudson has sent in this tip on how to get a different driving view. On any track, wait for the game to start and pause the game. Now press SELECT, Left, Right and START and you'll start seeing things from a totally new perspective.

Martin Hughes has also sent in a bonus view cheat. Enter the long shot view and pause the game. Press X, Y, R, X, X, X, Y, L, R and hold Select. You should again have the bonus viewpoint.



SKIP MINE KART CARNAGE DONKEY KONG COUNTRY

SUPER NES ★ ★ ★ ★ ★

I cannot believe that we are still printing DKC tips but what the hell. Cliff has sent in this cheat that lets you skip the best level in the game. At the start of the level jump over the barrel that fires you into the cart and press left as you fall off the screen. You land in a hidden barrel and are shot to the end of the level with one baddie left to jump. An oldie, this one, but a goodie all the same.



NINTENDO HELP SYSTEM

SPECIAL PUNCH WWF ROYAL RUMBLE

SUPER NES ★ ★ ★ ★ ★

Lee has also sent in a tip for Royal Rumble. When the Acclaim screen appears, press B,A and Start as it starts to fade. In his very own words. The player knows that the cheat has worked because they will hear 'UGH'. This gives the gamer a super punch that knocks the opponent out in two hits.

LEVEL CODES BATMAN AND ROBIN

SUPER NES ★ ★ ★ ★ ★

We have Andrew Hill and Zoe Allchin to thank for sending in all the colour codes for pretty much the whole game. They are as follows.

| | | |
|-------|-------|-------|
| Green | Red | Red |
| Green | Green | Blue |
| Green | Red | Green |
| Red | Green | Blue |

This takes you to Poison Ivy

| | | | |
|-------|------|-------|-------|
| Red | Blue | Red | Green |
| Blue | Red | Blue | Red |
| Blue | | | |
| Green | Red | Green | |

This takes you to Fowl Play

| | | | |
|-------|-----|-------|-------|
| Red | Red | Red | Green |
| Green | Red | Green | |
| Red | Red | Green | Red |
| Red | Red | Red | |

For Tale of the Cat level

| | | |
|-----|------|-------|
| | Blue | Green |
| Red | | |

| | | | |
|--|-------|------|-------|
| | Green | | Green |
| | Green | Blue | |
| | Blue | Blue | |

For Trouble in Transit level

| | | | |
|-------|------|-------|------|
| Blue | Blue | | Red |
| Green | Red | Green | Blue |
| Green | Red | | |
| Blue | Red | Red | |

For Perchance To Scream level

| | | | |
|------|-------|------|-----|
| Blue | Red | Blue | Red |
| | Green | Red | |
| | Green | Blue | |
| Red | | Blue | |

For Riddle Me This level

| | | | |
|------|-------|------|------|
| | Blue | | |
| | Green | Blue | Blue |
| Blue | Red | | Red |
| Red | Blue | | |

This takes you For The Gauntlet level



A STAR CARD AT THE END OF EVERY LEVEL SUPER MARIO ALL STARS

SUPER NES ★ ★ ★ ★ ★

Charles Nichols sent in a few tips for Mario 3 from Super Mario All stars. All you have to do is make sure you are running at full speed and jump before the end jump and hit the flashing card. You should get a star every time. That's the theory, the practice is something else

UNLIMITED LIVES

At the start of world 3-4, go right until you come across the two flying mushrooms. Kill these to avoid being bombarded and carry on right until the baddie in the cloud appears. Now go left until you come across the three green Koopas walking up the hill. Bounce on one and keep hold of the shell. Now run right to the platform under the pipe with the plank in. Stand on the platform and throw the shell which bounces from left to right killing the spinies and eggs and gives you lots of points and extra lives. Hoorah!

TURN HAMMER BROS INTO TREASURE SHIP

On any world of an odd number (i.e. 1, 3, 5 etc), collect a number of coins of a multiple of 11. End with the ten digit in your score equal to the amount of coins you have. So if you collect 22 coins, end with 2 as your second last digit. Now finally stop the timer on an even number. Couldn't be simpler, could it?



NINTENDO HELP SYSTEM



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INVULNERABILITY THE LION KING

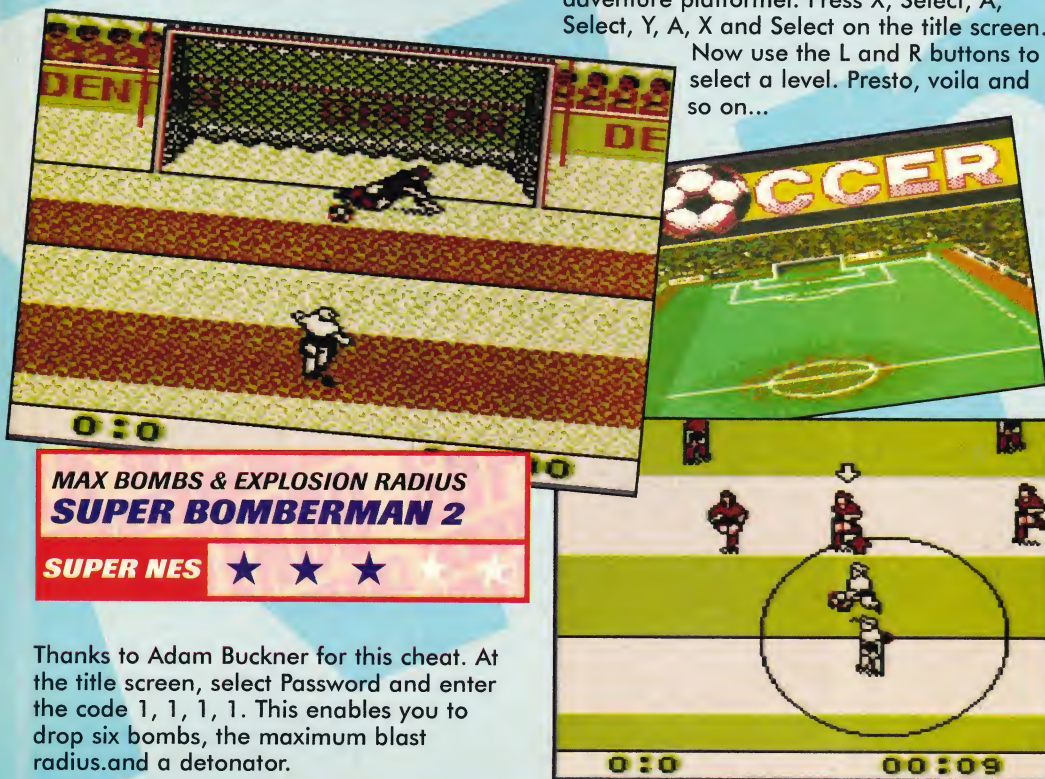
SUPER NES ★ ★ ★ ★ ★

Hiran Patel's tip gives the player invulnerability, very useful in this often tricky game. Go to the option screen and press B, A, R, R, Y and the cheat will appear. Barry was the Lion King's PE teacher. Or Something.

LEVEL SELECT PITFALL

SUPER NES ★ ★ ★ ★ ★

Trevor Hope sends us this cheat for a level select on this most excellently animated adventure platformer. Press X, Select, A, Select, Y, A, X and Select on the title screen. Now use the L and R buttons to select a level. Presto, voila and so on...



MAX BOMBS & EXPLOSION RADIUS SUPER BOMBERMAN 2

SUPER NES ★ ★ ★ ★ ★

Thanks to Adam Buckner for this cheat. At the title screen, select Password and enter the code 1, 1, 1, 1. This enables you to drop six bombs, the maximum blast radius, and a detonator.



WIN WITHOUT FIGHTING WWF RAW

GAME BOY ★ ★ ★ ★ ★

Good old Trevor Hope has sent in a tip to win the Survivor Series without spilling one drop of the crimson. Get your first wrestler counted out. When the new wrestler appears do not enter the ring. Wait until the opponent gets out of the ring. As soon as he gets out, the timer starts counting him out but not you. Do this to get rid of the rest of the opponents.

PLAY ROUND 16 SOCCER

GAME BOY ★ ★ ★ ★ ★

Bloody hell it's Trevor again! This time it's a code to get you to the final round. Enter code: 2, 2, 1, 1, 2, 2, 1, 1, 2, 2, 1, 1, 2, 2, 1, 1, 2, 2, 1, 1. Now press B and every time Brazil play at home, you play the match.

EXPLOSIVE ARROWS LINKS AWAKENING

GAME BOY ★ ★ ★ ★ ★

This tip from Mathew Pople helps you to destroy just about any enemy that comes your way. Select arrows and bombs as the two weapons you can carry and push both buttons together. A rather easy but effective tip don't you think?

Nintendo®

KILLER INSTINCT™

There's only one way to find out.

Make your move now, but watch the
guy with the face like thunder.

Killer graphics. Killer moves.

Killer sounds. Plus a free
Killer Cuts soundtrack CD.

Killer Instinct. The smash
hit arcade game.

Available only on
Super NES and
Game Boy.

HAVE YOU GOT IT?

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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GAME BOY



SON OF A PLAYER'S GUIDE PART 2 KILLER COMBOS

Well we've given you a month to practice all the moves and allowed time for your fingers to recover from the soreness of pressing the buttons so hard. Last month's guide gave every move including all the finishing moves. Now it's time to get down to the really juicy part of the game, putting together killer combo moves.

ABBREVIATIONS

- B:** Back
- F:** Forwards
- D:** Down
- HC:** Half Circle
- QC:** Quarter Circle

Buttons 1,2 and 3 = Quick, Medium and Fierce High respectively.
Buttons 4,5 and 6 = Quick, Medium and Fierce Low respectively.

CHIEF THUNDER

Chief Thunder's combos all begin with the Triplax which is a two handed axe swipe, before he brings his knees into the action with several blows to the opponents chest. The move finishes with either an upper cut with the axe or a Sammamish using his deadly Mohawk.



13 Hit Combo: B,F,3 B,6 F,6 DB,2 Pause HCF,4



Ultra Combo: B,F,3 B6, F,6 B,2 F,1 Pause HCF,4



Combo Breaker: F,FD,D,DB,B,3

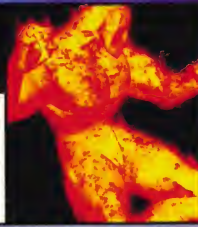
BREAK THAT COMBO

Being on the receiving end of a Monster, 10 Hit Combo is no fun I can tell you. That is why the programmers have put in a combo breaker move for each character. If the combo breaker is executed whilst being set upon, the momentum switches and from looking death in the face the player now has the upper hand. Another feature that the combo breaker gives the player is the Shadow Move. If a breaker is used in a match, the player performing the move will have a designated move enhanced which will inflict much more damage to the opponent.

NINTENDO HELP SYSTEM

CINDER

Cinder starts by charging up his Trailblazer and firing across the screen at the opponent. Watch out for quick jabs with his Heat Fist before finishing the combo with a Fireflash.



13 Hit Combo: BF,2 B,1 FF,1 D,5 F,DF,5 Pause F,F,3



Ultra Combo: B,F,2 B,1 FF,1 D,5 FF,3 Pause F,F,3

Combo Breaker: F,FD,D,FD,F,5

FULGORE

Fulgore starts by charging with his Cyberdash before dishing out several punches and kicks all of which combine his eyelaser. The climax of his combo sees him finish his opponents with his Plasmaslice.



Combo Breaker: F,FD,D,FD,F,2



13 Hit Combo: B,F,6 B,6 F,FD,D,DB,6 B,1 F,FD,D,DB,6 B,1 F,D,F,3



Ultra Combo: B,F,6 B,6 F,D,DB,6 B,1 F,D,F,1

JAGO

Jago begins his combo with his Wind Kick before setting on his opponents with the Laser Sword. After several hits with the sword, Jago finishes the combo with a Tiger Fury.



Combo Breaker: F,FD,D,FD,F,2



13 Hit Combo: F,D,DB,6 B,5 F,D,DB,3 B,5 F,D,F,5

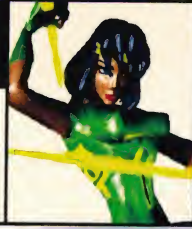


Ultra Combo: F,D,FD,6 B,5 F,D,DB,3 B,5 F,D,DB,4

NINTENDO HELP SYSTEM

ORCHID

Orchid's combo is amazingly long but extremely basic to pull off. Her combo is pretty much made up of the Flik Flak which is Orchid's special cartwheel and several blows to the head with her Laser Baton.



Combo Breaker: B,F,6



24 Hit Combo: B,F,6 B,1 F,6 B,1 F,6 B,1 F,5 Pause HCF,1



Ultra Combo: B,F,6 B,1 F,6 B,1 F,6 B,1 F,2 Pause HCF,1

SPINAL

Spinal runs in with the Bone Shaker before setting on the opponent by swiping at his opponents head with his trusty sword. The end of the combo sees Spinal pull out his infamous Soul Sword.



Combo Breaker: F,F,2



13 Hit Combo: F,F,1 F,3 B,2 B,3 F,3 D,D,D,3



Ultra Combo: B,F,2 F,F,1 B,3,3,3 DB,D,DF,3

T J COMBO

T J Combo lunges in with The Rollercoaster before using his opponents head as a punchbag and continues to pile on the punishment with fierce blows to the head. The combo is rounded of with a stiff uppercut.



Combo Breaker: B,F,3



20 Hit Combo: B,F,1 B,1 F,5 B,1 F,5 B,1 F,1 Pause B,F,3

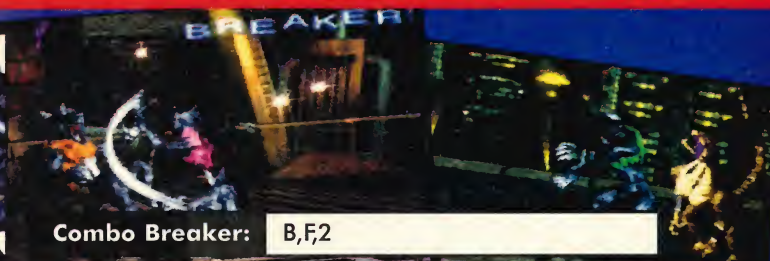


Ultra Combo: B,F,2 B,6 F,4,5, B,3

NINTENDO HELP SYSTEM

SABREWULF

Sabrewulf first lunges at his prey with the Sabrespin before taking his opponents to the cleaners with more clawing than us mere mortals could take before finishing with the Sabreslap



Combo Breaker: B,F,2



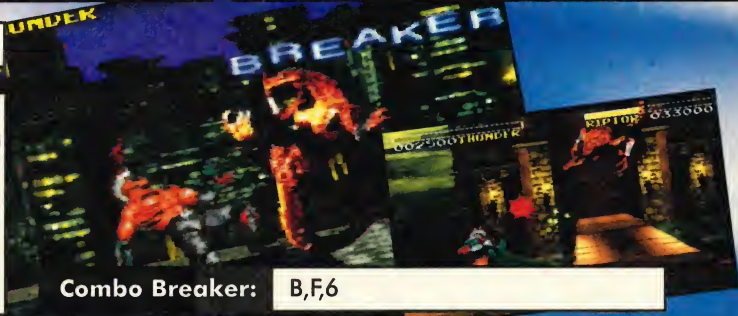
10 Hit Combo: B,F,4 B,3 F,6 Pause B,F,6



Ultra Combo: B,F,4 B,3 F,2,2 B,4 Pause B,F,6

RIPTOR

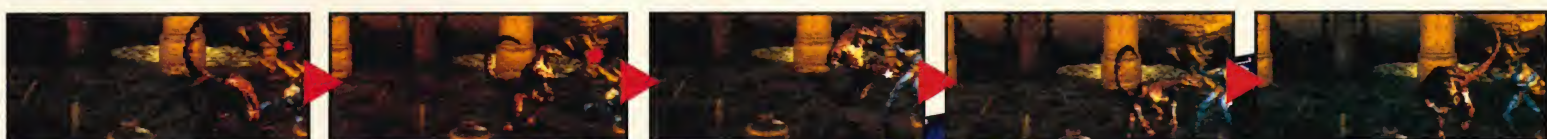
Riptor starts the combo with his Jump Rake before setting on his opponents by biting, clawing and whipping with his tail. The combo finishes with a his Dragon Breath.



Combo Breaker: B,F,6



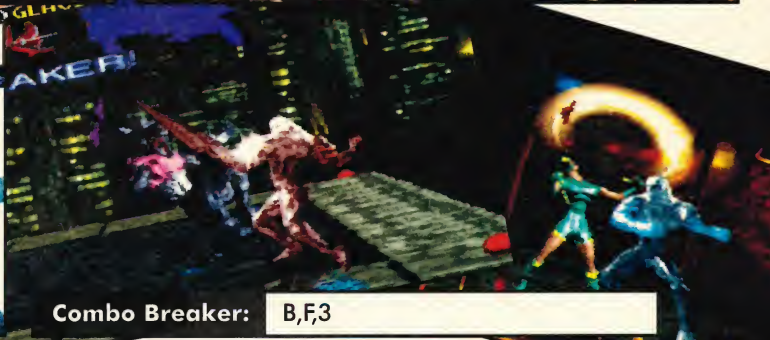
9 Hit Combo: B,F,4 B,1,4 F,4 B,1 F,6 Pause HCB,1



Ultra Combo: B,F,4 B,5, F,5 B,1 F,4 Pause HCB,1

GLACIUS

Glacius begins the combo with his Cold Shoulder. After which he delivers a mixture of punches to the head and body before finishing with a three hit Shockwave that sends the opponent clean out of the screen.



Combo Breaker: B,F,3



8 Hit Combo: B,F,3 B,2 D,F,3



Ultra Combo: B,F,3 B,2 B,F,3

NINTENDO HELP SYSTEM

A SLAYER'S GUIDE PART TWO: OF THREE

Welcome back Doomsters. Did you complete the first episode of our in-depth guide? Are your hands dripping with the blood of Cacodemon's, and more importantly, does your blood lust need satiating once more? Well, crank up that chainsaw and follow us into the labyrinthian darkness of Phobos that haunts your Super NES.

EPISODE TWO SHORES OF HELL

IS THAT A GUN IN YOUR POCKET

FISTS

As you can imagine not too many pluses with the old sluggers. These are really only effective to aid your running action or during a hulk-inspired twenty seconds when you find a berserk pack.

CHAINSAW

Good with enemies that can't shoot back at you, obviously, but also particularly effective on Spectres and Demons. The chainsaw also sends the willies up Cacodemons who'll turn at the sight of your buzzing, incapable of firing their deadly fireballs.

ROCKET LAUNCHER

A mother of a weapon and great for long distance, but worth remembering that close quarters combat using the launcher will inevitably result in you hurting yourself. Over distance, accuracy aside, the launcher can take out multiple Imps, Marines, Spectres, Demons and Lost Souls. Unfortunately, bosses can shrug off rockets like flies with most taking more than 20 direct hits to cripple them.



THE HIT PARADE (IN ULTRA-VIOLENCE MODE)

| monster | bullets | shells | rockets | plasma | 9000 |
|---------------|---------|--------|---------|--------|------|
| PRIVATE | 2 | 1 | 1 | 1 | 1 |
| SERGEANT | 3 | 1 | 1 | 2 | 1 |
| IMP | 6 | 1 | 1 | 3 | 1 |
| DEMON | 14 | 3 | 1 | 7 | 1 |
| SPECTRE | 14 | 3 | 1 | 7 | 1 |
| LOST SOUL | 10 | 2 | 1 | 5 | 1 |
| CACODEMON | 36 | 6 | 2 | 18 | 1 |
| BARON OF HELL | 100 | 15 | 5 | 15 | 1 |
| CYBER-DEMON | 400 | 58 | 20 | 200 | 4 |
| SPIDER-DEMON | 300 | 43 | 15 | 150 | 3 |

PISTOL

Sad to say that the chosen weapon of the officer is pretty much redundant in the world of Doom (see hitpoint guide). It's not bad against Mutant Marines or Imps, but anything bigger and you may as well give them the gun.

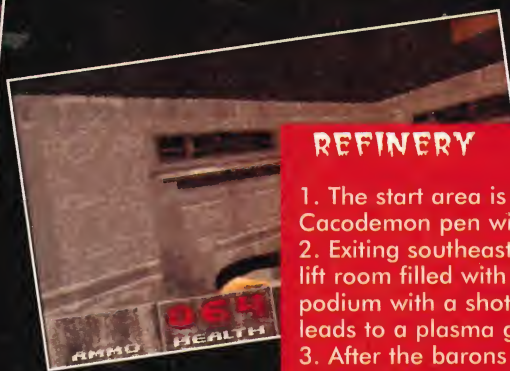
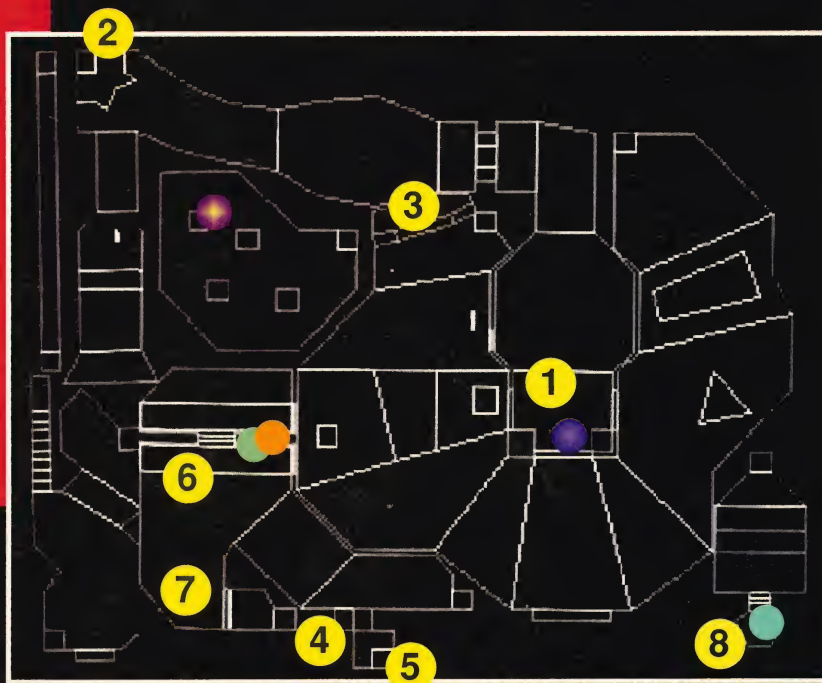
BFG 9000

No prizes for guessing what BFG stands for, although it's definitely not Big Friendly Giant. The 9000 is the gun dreams are made of expending 40 energy bolts and death like there's a sale on. It's only problem is the ridiculous amount of time it takes to reload. Ah well, you can't have it all.

NINTENDO HELP SYSTEM

DEIMOS ANOMALY

1. The blue key card lies at the end of the first corridor you enter.
2. Use the teleport West of this location to find the switch. Press the switch and another two red buttons and a teleport. Push the wall-facing button and a secret door with the red key inside opens.
3. The other button transports you to the next sector of the level.
4. Jump through the teleport between the two skull switches and push the left one.
5. Another teleport appears. Jump onto it and you'll find a grotto of goodies. The other skull switch lowers a platform.
6. Kill the demons, open the red security door and take the computer map.
7. Beyond the blue security door is another teleport to the next section.
8. The red button on the west wall raises the stairs to another button which reveals the exit.



PLASMA RIFLE

A true psychotic's weapon with a beautiful action that spews energy bolts continually into the heart's of your enemy over any distance. Sounds to good to be true, well it isn't because the sheer deluge of plasma bolts tend to block your view somewhat.

SHOTGUN

Not the most technological innovation, but mighty effective. The gangsters favourite piece can take apart most enemies in Doom. If it's got a drawback it's the reload time and it's for that reason that we won't recommend it for the multi-demon gore orgy. It's a good idea to master the sidestep when using the shotgun as it can keep enemy fire away from your soft tender flesh.

CHAINGUN

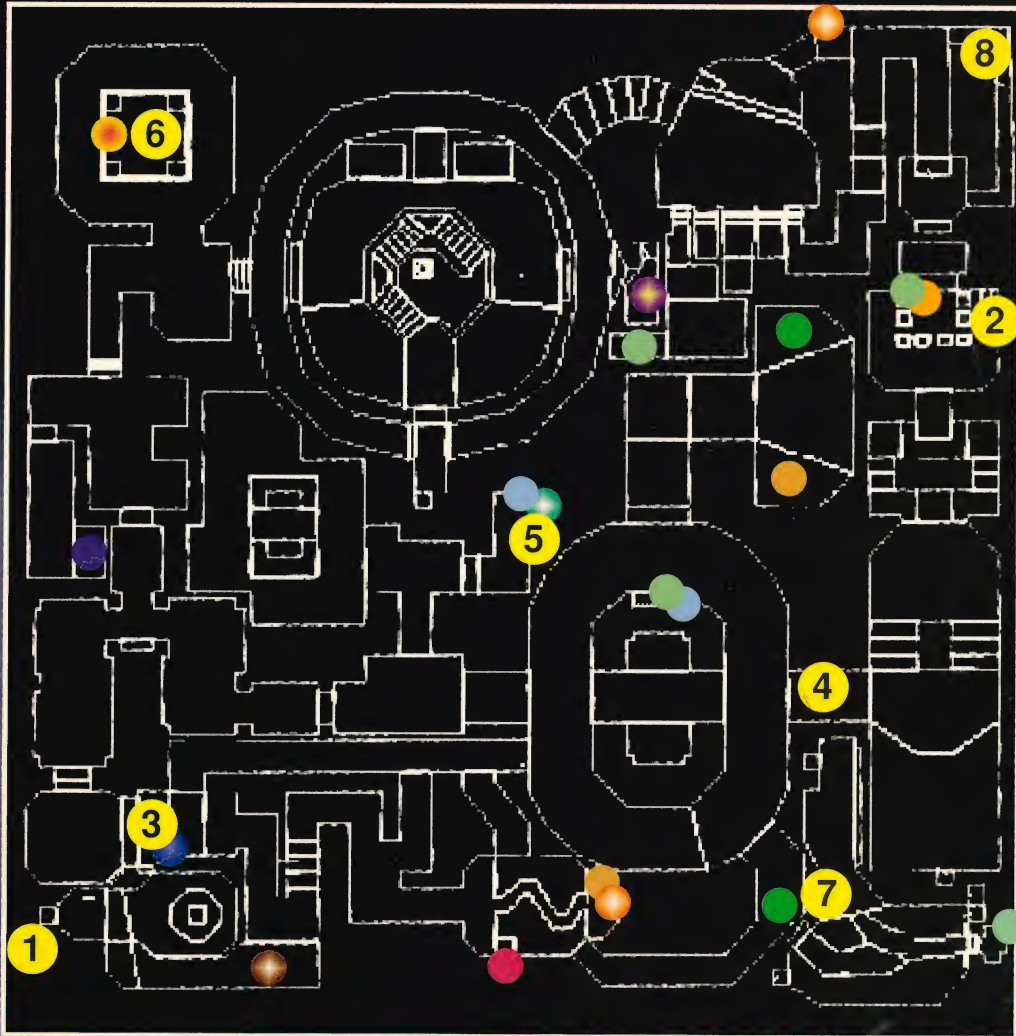
It feels good having a piece this big in your hands, especially one that spews so much fury continually. But, and sadly there is one, the Chaingun's bullets pack the same punch as the pistol's. Which equates to a hell of alot of rounds to take the big suckers out, but it is good for mopping up Marines, Demons and Imps up though.

REFINERY

1. The start area is really tough. Heading south leads to a Cacodemon pen with a blur artifact on the far side.
2. Exiting southeast leads to a backpack and then to a multiple lift room filled with items. The green slime room here leads to a podium with a shotgun on it and just further on a red slime pool leads to a plasma gun.
3. After the barons of Hell you should get to the blue key card and then the blue security door and exit.



NINTENDO HELP SYSTEM



HALLS OF THE DAMNED

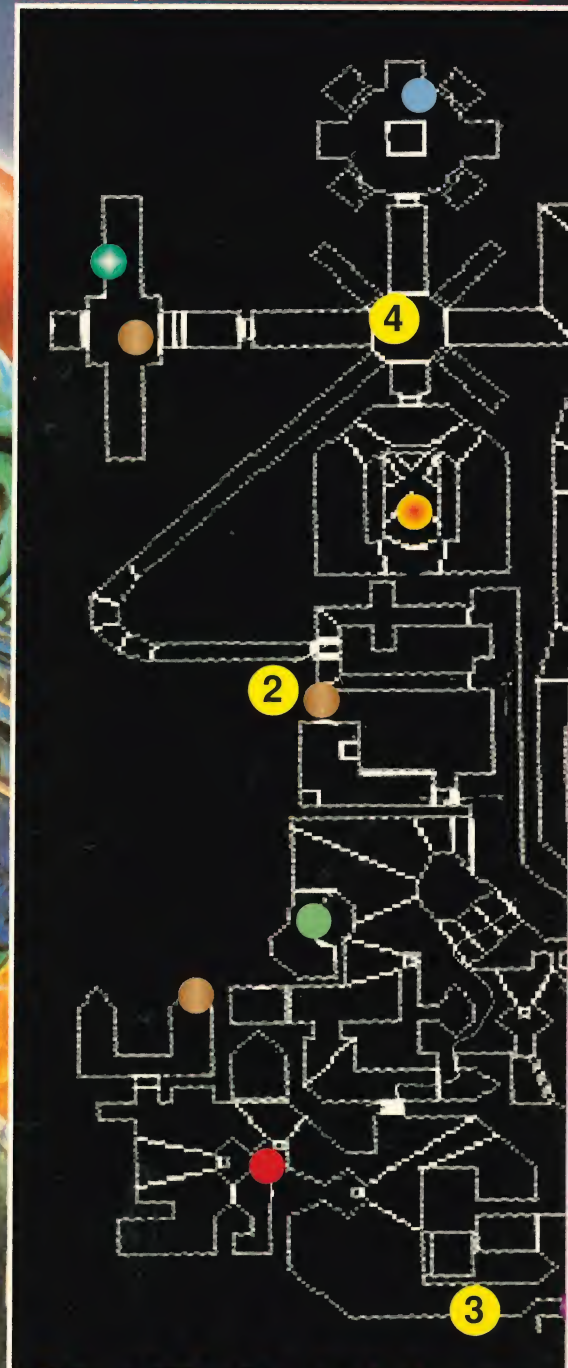
1. A skull switch in the start room opens a secret passage which leads to a courtyard with a red switch in it. This reveals a berserk pack which in turn opens another passage. Another switch further down the passage reveals a corridor to the blue security door.
2. After the two big openings, three doors reveal rockets and a light-amplification visor which you'll need for the maze.
3. The maze also contains a plasma gun and some other goodies which are located in the very far southeast corner of the maze.
4. In the North Hub room you'll find a chaingun and a light-amplification visor, but beware as they trigger a crushing ceiling. Soon you'll come to what you assume to be the exit room, but it's a lift which takes you down to one of the most terrible rooms in the game.
5. Exit north and you'll find a computer map and the exit.

DEIMOS LAB

1. The start room contains a secret room on the south wall with a shotgun and shells.
2. When you reach the skull podium the pillars will lower to reveal a computer map and an armoured vest.
3. After you've defeated the Baron of Hell take the lift to find the blue key card then flip the switch, follow the corridor over a narrow bridge until you find an arsenal of shells and cells. At the bottom of the bridge sits a berserk pack.
4. Take the exit to the slime river and follow it until you find a platform with a vest and a blur artifact on it.
5. At the computer bank blast the wall and a secret room should be revealed with a chaingun and blur artifact inside.
6. After you've travelled through the blue security door you should reach the yellow key card. Watch out for the crushing ceiling!
7. At the red slime lake look out for the switch which raises a hidden bridge to the teleport. After being teleported press another switch to lower a lift. Head east where you can find a false wall with a plasma gun behind it.
8. Go to the slime pool where you'll find rockets and a health kit.

GIRL GUIDE?

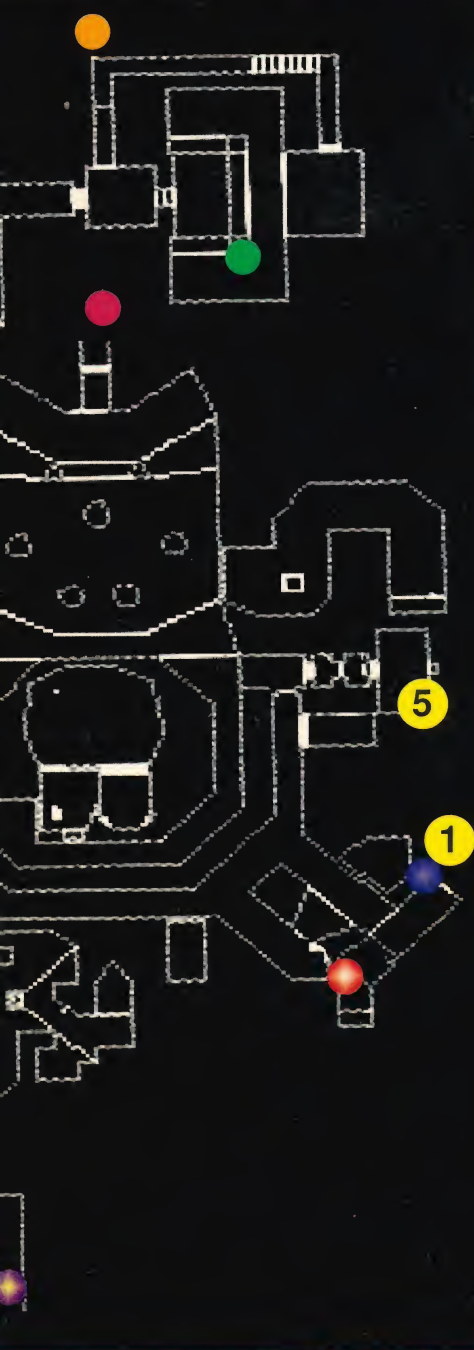
- BLUE KEY
- PLASMA GUN
- ARMOUR VEST
- BERSERK PACK
- BLUR ARTIFACT
- CHAINGUN
- RAD SUIT
- ROCKETS
- SHOTGUN
- SOUL SPHERE
- COMPUTER MAP
- YELLOW KEY
- BACKPACK
- CHAINSAW
- LIGHT VISOR
- RED KEY
- EXIT



NINTENDO HELP SYSTEM

TOWER OF BABEL

1. Four passages lead up to the main floor of this level so choose your route carefully, dependent on health and ammo.
2. At the top waits Mister Cyber-Demon Lord himself. This evil sucker is going to take 20 direct rocket hits to blemish his life insurance policy, so it's not easy. His torpedo gun is lethal so it's no use gunslinging him. The best way is to use the pillars as defence and keep moving.



FORTRESS OF MYSTERY (SECRET LEVEL)

1. It's mostly a blast-a-thon, but there are a variety of quality weapons here including a plasma gun, a chaingun, a rocket launcher and a backpack.



NEXT MONTH...

... BOOK YOUR ROOMS AT THE HOTEL HELL KEEP FOR A SHOWDOWN WITH YOUR DESTINY!

NINTENDO HELP SYSTEM

Welcome, Kombaters, to the eerie half-world of the NMS help system. Flex those fingers, crack those knuckles and glue your weary eyes to these hallowed pages as the NMS games gurus guide you through a two-part Mortal Kombat 3 extravaganza.



QUEENSBURY RULES?

Mortal Kombat 3 is no Sunday stroll through the park. In fact, each fighter has waged their life on success, so an in-depth knowledge of the pros and cons of fisticuffs is essential.

ANIMALITIES

To perform an Animality you have to defeat your opponent two rounds to one. To pull one of these suckers off perform a Mercy and then launch into the Animality in the correct spot.

BABALITIES

This bizarre set of incarnations turn fighters into babies. They normally infuriate opponents and are best not attempted on the final round as blocking is difficult.

FINISHING MOVES

Rather obviously denoted by the flashing screen, fighters receive five seconds to perform one of the finishing moves.

FRIENDSHIPS

Keep those grubby maulers off the block button and perform the salient Friendship move. Remember for safety's sake not to try a Friendship on round three.

PITS

Every Kombaters has a Pit fatality, which dependent on the level, knocks opponents into a different section of the level.

LEGEND

No, we're not on about that poncy Ridley Scott movie about unicorns and midgets. This is the posh name for a moves key.

- U** = Up
- F** = Forward
- D** = Down
- B** = Back
- R** = Run
- HP** = High Punch
- BL** = Block
- LP** = Low Punch
- HK** = High Kick
- LK** = Low Kick
- "-"** = Then
- "+"** = And

CYRAX

An LK-4D4 unit, Cyrax is the second of three prototype cybernetic ninjas who pose a threat to Shao Kahn's intentions to occupy Earth. In gaming terms Cyrax is the new Sub-Zero and comes equipped with explosive projectiles and a flying net.

Close Grenade: Hold LK, (B-B-HK)

Far Grenade: Hold LK (F-F-HK)

Net: B-B-LK

Teleport: F-D-BL (can be performed in the air)

Air Throw: D-F-BL then LP to throw (perform while opponent is in air)

Fatality (anywhere): D-D-U-D-HP

Fatality (close): D-D-F-U-R

Animality (close): U-U-D-D

Friendship: R-R-R-U

Babality: F-F-B-HP

Stage: R-BL-R

Best Combo: HP-HP-HK-HP-HK-B+HK (30% 6-hit)



NINTENDO HELP SYSTEM



JAX

Having failed to convince his superiors of the menace of Kahn, Jax prepares himself by fitting both of his arms out with indestructible metal implants. These make him one of the strongest characters in the game.



(ABOVE)
"Now where'd that green pants fool go?"



- 1 Missile:** B-F-HP
- 2 Missiles:** F-F-B-B-HP
- Gotcha Grab:** F-F-LP (tap to keep punching)
- Backbreaker (in air):** BL
- Quad Slam (after starting a throw):** Tap HP
- Ground Pound:** Hold LK
- Dashing Punch:** F-F-HK

- Fatality (close):** Hold BL (U-D-F-U)
- Fatality (far):** R-BL-R-R-LK
- Animality (close):** Hold LP (F-F-D-F)
- Friendship:** LK-R-R-LK
- Babality:** D-D-D-LK
- Stage:** D-F-D-LP
- Best Combo:** HK-HK-D+HP-HP-BL-LP-B-HP (33% 7-hit)

KABAL

Immersed in mystery, speculation is rife as to his identity although it is believed that he is a survivor of a Khan extermination squads. As a result he is kept alive with respirators and is terribly scarred both mentally and physically. His purple fire-balls are the key to success during play.



(LEFT) "I've not been well, you know..."



- Top Spin:** B-F-LK
- Eye Spark (can be done in air):** B-B-HP
- Ground Saw:** B-B-B-R
- Fatality (outside sweep):** D-D-B-F-BL
- Fatality (close):** R-BL-BL-BL-HK
- Animality (close):** Hold HP (F-F-D-F)

- Friendship (anywhere except closer than a sweep):** R-LK-R-R-U
- Babality:** R-R-LK
- Stage:** BL-BL-HK
- Best Combo:** LK-LK-HP-HP-D+HP-jump kick-eye spark (7-hit 45%)



NINTENDO HELP SYSTEM



LIU KANG

This boy's the Shaolin Champion and a constant source of irritation to Kahn. Subsequently old Liu's top of the list for extermination. Players of MK2 will remember just how deft a character Kang is and just how nasty those fireballs are.

High Fireball: F-F-HP
Low Fireball: F-F-LP
Flying Kick: F-F-HK
Bicycle Kick: Hold LK

Fatality (anywhere): F-F-D-D-LK
Fatality 2 (anywhere): U-D-U-U-BL+R
Animality (sweep): D-D-U
Friendship: R-R-R-D+R
Babality: D-D-D-HK
Stage: R-BL-BL-LK
Best Combo: HP-HP-BL-LK-LK-HK-LK (36% 7-hit)



NIGHTWOLF

Nightwolf worked as a historian of culture and used Shamanic magic to protect his tribe's sacred land from the evil Kahn. Probably the best of the new characters with his fierce tomahawk and bow and arrow. Indian stereotype or what?



(BELOW) Nothing more devastating than an axe up the throat. Ooyah!



Arrow: D-B-LP
Hatchet Uppercut: D-F-HP
Shadow Shoulder: F-F-LK
Glow (reflects missiles): B-B-B-HK

Fatality (close): U-U-B-F-BL
Fatality (far): B-B-D-HP
Animality (close): F-F-D-D
Friendship (anywhere outside sweep): R-R-R-D
Babality: F-B-F-B-LP
Stage: R-R-BL
Best Combo: LK-HP-HP-LP-hatchet-hatchet-HK (41% 7-hit)

NINTENDO HELP SYSTEM



SUB-ZERO

The most famous ninja returns without his mask and must defend himself against the soulless might of the ninja robots for breaking sacred codes of honour.

Freeze: D-F-LP
Ice Shower: D-F-HP
Ice Shower (in front): D-F-B-HP
Ice Shower (behind): D-B-F-HP
Ice Statue: D-B-LP
Slide: B+LP+BL+LK

Fatality (close): BL-BL-R-BL-R
Fatality (outside of sweep): B-B-D-B-R
Animality (close): F-U-U
Friendship: LK-R-R-U
Babality: D-B-B-HK
Stage: B-D-F-F-HK
Best Combos: HP-HP-LP-LK-HK-B+HK (30% 6-hit) or HP-HP-LK-HK-B+HK (26% 5-hit)



(LEFT) Sub Zero. I hate him. I hate playing as him and I hate playing against him. And his moves have barely changed either. Zzzz.



STRYKER

No he's not a football title and he never appeared in his own daily comic strip. He is in fact a psycho ex-cop armed to the tooth with an arsenal of riot sticks and other 'make-friends-quick' weaponage.

High Grenade: D-B-HP
Low Grenade: D-B-LP
Baton Trip: F-B-LP
Baton Toss: F-F-HK

Fatality (close): D-F-D-F-BL
Fatality (a tiny bit closer than full screen): F-F-F-LK
Animality (sweep): R-R-R-BL
Friendship: LP-R-R-LP
Babality: D-F-F-B-HP
Stage: F-U-U-HK
Best Combo: LK-HP-HP-LP-jump kick-baton throw (50% 6-hit) Works best against Nightwolf and robot ninjas.



(LEFT) Stryker's Friendship sees him in the part of Lollipop man. My Lollipop man was never friendly. He wasn't a man either.



NEXT MONTH...

...We'll be back with the full lowdown on those other missing Mortal menaces. Plus all the grey sooty stuff on level guardian, Smoke. And, as if that isn't enough for you, we'll have all the cheaty type malarchy that purist gamers just wouldn't dream of using. Would you?

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

DIRT TRAX FX

CART SPEC

- BY: ACCLAIM
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: RACING
- CART SIZE: 4 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-8
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: League, tag & race

GAME INFO

- GAME ORIGIN: Based on the not very noble sport of Motocross but without the mud, serious injuries and need for very expensive motorcycles.
- GAME DIFFICULTY: Adjustable
- SCORE TO BEAT: Win 125cc mode
- ALTERNATIVES: Stunt Race FX

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Quite light

X Accelerate

A Accelerate

B Brake

Y Accelerate

L/R L: Power turn left
R: Power turn right

S Start: Pause
Select: Nothing

GAME CREDITS

- DEVELOPED BY: SCULPTURED
- DISTRIBUTED BY: ACCLAIM
- MADE IN: USA
- ARTWORK: © ACCLAIM.

There are a fair few decent racing games around. Stunt Race FX or Super Mario Kart spring immediately to mind, yet there are no motorbike games. Acclaim hope to change all that with their new release, Dirt Trax FX. The game has been in development for well over a year and only now is it ready to grace us with it's presence.

Since it's debut in Starwing, the FX chip hasn't really been used a great deal. It's only recently, with the likes of Yoshi's Island and Doom, that programmers are starting to experiment with the capabilities of the chip. One problem is that it can dramatically increase the retail price of the game - which may be another reason why it isn't used that much. For games like Dirt Trax however, the FX chip really helps to bring the game to the forefront with increased speed and realism, as hopefully this review and screenshots will prove.



Exclusive®



ON YER BIKE

Dirt Trax FX features 22 challenging courses with three speed settings depending on the experience of the rider. The first is the 50cc Kiddies mode. This gives the player ample opportunity to get used to the tracks before upgrading to 125cc or if the player is really daring, the 250cc Pro mode. Unlike most console racing games where the player just keeps their finger on the accelerator, Dirt Trax takes some forward planning. There are so many twists and turns that the player finds their bike keeps flying over the sides of the track meaning a lot of needless faffing as the CPU insists a return to the point of departure. You have been warned.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



FANCY A BURN UP?

If there is one thing that cannot be beaten in a racing game, it has to be the two-player split screen race and, lucky for us, there is a blinding one in *Dirt Trax*. It takes a while to get used to this mode. Partly because the player boxes are quite small and another being that there are so many bikes on the track that it is quite easy to lose sight of which bike is yours. Persevere, my friend. Persevere.

(ABOVE) The marvellous two-player mode. A bit jerkier than one-player, but still a good crack.



YOU'RE IT

Have you ever heard anything more stupid than tag on a motorbike? This odd feature is, in fact, a really great feature of the game and works in the same way as battle mode in *Super Mario Kart*. Both gamers select their rider and it's off to a variety of obstacle-ridden courses. The riders are given two minutes each and the object of the game is to avoid the person that is 'it' until their time runs out. Every time a player is tagged, their clock begins to count down as the other player's stops. The person with time left is the winner.



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



DECISIONS DECISIONS

There are so many choices to make with Dirt Trax. Not only are there 22 courses to and the different race modes but there are also eight characters to choose from. All the riders are very much individuals as they all have their own strengths and weaknesses so it could be down to the players selection as to whether they are the champ or chump.



COMMENT



When Dirt Trax first came in the office, I was hardly wetting myself with anticipation. But my opinion has rapidly changed for the better. Dirt Trax FX is an excellent game. The smoothness and speed of the FX-driven graphics are quite remarkable and with the Tag and League options, this game will be continually played in months to come. A very original game indeed. Buy it soon.

SHAUN



(ABOVE) Sore bottoms are, sadly, an inevitability in this game.



| | | | |
|--------------------------|-------|-----------------|-------|
| 5:15.68 | | LAP: TIME: LAP: | |
| 1: | 40.80 | 6: | 16.70 |
| 2: | 25.90 | 7: | 25.52 |
| 3: | 20.37 | 8: | 20.23 |
| 4: | 17.08 | 9: | 25.12 |
| 5: | 14.07 | 10: | 23.58 |
| BEST LAP: 12.08 BY SLASH | | | |

| | | | |
|--------------------------|-------|-----------------|-------|
| 2:54.37 | | LAP: TIME: LAP: | |
| 1: | 15.33 | 6: | 13.80 |
| 2: | 20.58 | 7: | 15.08 |
| 3: | 17.77 | 8: | 15.02 |
| 4: | 15.85 | 9: | 16.10 |
| 5: | 12.12 | 10: | 12.08 |
| BEST LAP: 12.08 BY SLASH | | | |



STAY ON THE RIGHT TRACK

It is very easy to fly up the straight only to find that there is a sharp bend approaching. Suddenly, the bike has gone soaring over the side and landed in no-man's land. Just so the player knows where they have to rejoin the course, a large arrow points down showing the way back. This can totally cripple the player's race if they go too far astray. Sometimes the player can get away with bouncing back over the wall and carrying on from the point of entry. It all depends on the amount of the track that has been missed out. Best advice is to not be so stupid in the first place.



WHAT INCREDIBLE FX

The main feature of the FX chip is to allow polygons to scroll through the screen smoothly and with incredible speed. This really does make the difference with Dirt Trax. Without the chip, the game would be extremely jerky and would probably be a victim of the dreaded slow down. Thankfully, none of this is in evidence here. Dirt Trax has to be seen to be believed.



IN A LEAGUE OF THEIR OWN

Eight players at once? Well no, not quite. But there is an option for up to eight players to form a league and battle it out amongst themselves to determine who reigns supreme in the motorcycle world. Two players race simultaneously using the split screen with the computer randomly selecting the next contestants.



| RANK | PLAYER | TIME | PTS |
|------|--------|---------|-----|
| 1 | MAILS | 3:48.13 | 20 |
| 2 | T-REX | 3:48.25 | 15 |
| 3 | SLADE | 4:08.28 | 12 |
| 4 | JIM | -1 LAPS | 10 |
| 5 | LISA | -1 LAPS | 9 |
| 6 | SEAN | -2 LAPS | 8 |

| CIRCUIT LEADER: | |
|-----------------|----|
| TOTAL PTS: | 60 |
| T-REX | |
| ADVANCING | |
| 1 T-REX | 60 |
| 2 SLADE | 45 |
| 3 JIM | 36 |
| 4 LISA | 28 |
| 5 SEAN | 20 |
| ELIMINATED | |
| 13 MIKE | 7 |
| 14 TONY | 6 |

| TIME: |
|-------|
| 14.20 |
| 17.73 |
| 24.15 |
| 16.15 |
| 14.08 |

| TIME: |
|-------|
| 15.52 |
| 12.75 |
| 14.62 |
| 15.48 |
| 19.25 |



(BELOW) You too could be this custard-haired champion of motocross. Yes, just imagine. Zzzzz



COMMENT

ANDY Dirt Trax is one of the best, most fun racers I've played on the Super NES in some time. This is thanks to the combination of smooth and speedy FX polygons that make up the tricky courses and good old-fashioned thumb-blistering gameplay that conveys the feeling of a racing very well. Oddly enough, the game is better fun in single-player mode - it seems the FX chip can't handle the split screen of the two-player mode very efficiently. That's not to say that two-player games aren't a blast though, and they certainly beat Stunt Race FX hands down in that department. It plays well too, the bikes are very responsive and there is nothing like the learning curve of Stunt Race. Yep, all told a very impressive title. A must for all race fans.



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

| | | | | |
|-------------|--------------------------|--------------------------|--------------------------|--------------------------|
| STRATEGY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| ACTION | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| CHALLENGE | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| REFLEXES | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| ORIGINALITY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

LOW FAIR GOOD HIGH

LONG-TERM INTEREST

| | | | | |
|-------|--------------------------|--------------------------|--------------------------|--------------------------|
| HOUR | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| DAY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| WEEK | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| MONTH | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| YEAR | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

LOW FAIR GOOD HIGH

GRAPHICS

▲ Very smooth FX polygons define the courses well...

87

▼ ...although they do look a little basic on occasion. Bikes are a bit on the blocky side too

SOUND

▲ Very realistic sound to the bikes

88

▼ Unfortunately it gets drowned out by the repetitive music

PLAYABILITY

▲ Excellent response from the joypad. Really makes you lean around the bends.

91

▼ Lightweight control takes a while to get used to.

LASTABILITY

▲ A decent challenge in single-player mode and the two player split screen and tag modes give this game endless months of fun.

92

OVERALL

For anyone that wanted a change from cars and karts, there is good news, Dirt Trax FX is here and it's great!

90

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: ACCLAIM
- PRICE: TBA
- RELEASE: OCTOBER
- GAME TYPE: BOXING SIM
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Password
- CONTINUES: N/A
- OPTIONS: Very few

GAME INFO

- GAME ORIGIN: Based upon two people fighting over nothing in particular.
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: N/A
- ALTERNATIVES: Super Punch Out!!, Legends of the Ring

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Average

X No Function

A Cross Punch

B No Function

Y Jab

L/R L: Clinch
R: Clinch

S Start: Starts/pauses
Select: No function

GAME CREDITS

- DEVELOPED BY: SOFTWARE CREATIONS
- DISTRIBUTED BY: ACCLAIM
- MADE IN: ENGLAND
- ARTWORK: © ACCLAIM

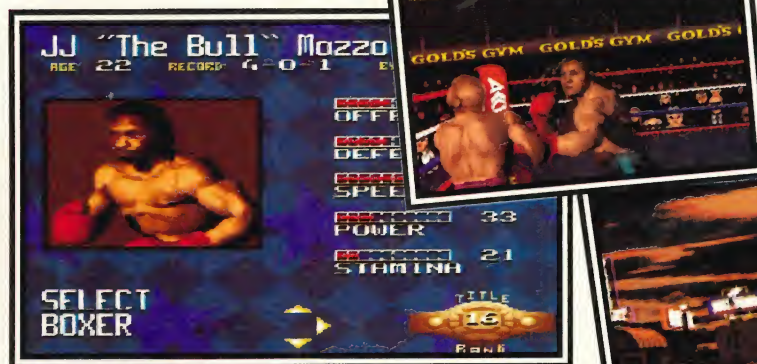
What an ideal time to release a boxing title. Frank Bruno has just won the WBC Heavyweight Championship of the World and everyone has boxing on their minds. What an ideal time for old favourite George Foreman to make his comeback on the Super NES.

George Foreman is a legend in the boxing world. Anyone that confesses to still eating cheeseburgers whilst building up to a title fight is okay in my books. But isn't it time for him to stand aside and let the younger boys through? Acclaim have used their motion capture technology to bring an extremely realistic boxing game. Does this have the stamina to last the twelve rounds or will it become yet another TKO in the first round?



GET IN THE RING

Foreman For Real allows one or two players to climb into the ring and work their way up to getting a shot at the title. To start with, there is the Exhibition mode. The player selects a boxer and can try out the professional circuit. All the fights are scored on cards, with a ten-point-must score system. Although winning is important, if the player does lose, it does not count towards their ranking.



IN THE MONEY

In career mode, the player starts at nineteen in the world and has to work their way up the rankings. The ranking is decided on the amount of money that is made up by the different punches thrown during the bout. Eventually, with lots of practise, there is the possibility of getting a stab at the title.



FOREMAN FOR REAL



COMMENT



For something that looked like it was going to deliver a knock-out punch, this really does disappoint. The game is extremely sluggish and the punching is far too slow. The game desperately needs a quick jab instead of the Rocky style club to the head for every shot. There's no doubt that it looks pretty good, but really lets itself down in the gameplay department. Take my advice, if you want a boxing game go for Super Punch Out.

MMA REAL

KNOCKOUT TOURNAMENT

There is also the option of a knockout tournament where up to fifteen players can all choose a boxer and fight each other in a winner-takes-all battle. Only the winner may then earn the right to take on George Foreman for the Championship of the World.

Keith "Hammerhead" Glascoe
AGE: 27 RECORD: 36-1-0 EV: 30 0

| | |
|---------|----|
| OFFENSE | 36 |
| DEFENSE | 61 |
| SPEED | 32 |
| POWER | 78 |
| STAMINA | 39 |

TITLE 1
FANS

Rob "The Killer" Jones
AGE: 18 RECORD: 0-0-0 EV: 30 0

| | |
|---------|----|
| OFFENSE | 10 |
| DEFENSE | 20 |
| SPEED | 25 |
| POWER | 35 |
| STAMINA | 10 |

TITLE
FANS



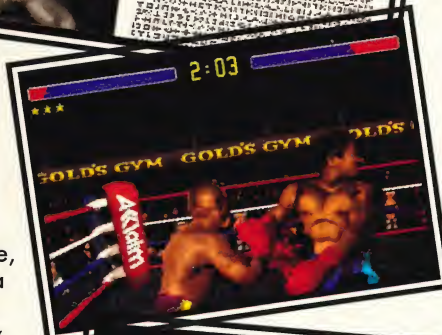
| | | |
|----------|-----------------|------|
| JONES | PUNCHES THROUGH | 036 |
| WILLIAMS | PUNCHES LANDED | 011 |
| | PERCENTAGE | 030% |
| SCORE | 9 | |
| CARD | 10 | |

RING NEWS

JONES MOVES UP A RANK

HOW CAN HE TAKE THIS PUNISHMENT

At any point during the game, the player is able to call up a fighter status screen. Each boxer's status is displayed by colours. The colours represent differing degrees of damage. If the boxer is green, that means he is relatively untouched. When the colour changes to yellow, this means that damage is starting to take it's toll and if it turns red then start covering up otherwise a knockout could be on the cards. Also at the top of the screen during the fight there are the stamina gauges. These show how much stamina the boxer has left. Every time the boxer gets hit the stamina drops.



THE WINNER
BY A UNANIMOUS DECISION IS
ROB "THE KILLER" JONES

OFFICIAL SCORECARD

| | | |
|----|----|----|
| 9 | 10 | 10 |
| 10 | 9 | 9 |



COMMENT

SIMON I've got to say that George Foreman, however great he once was, is a bizarre person to choose to promote a nineties boxing title. At least I thought that until I played FRR, after that I understood completely why. The play's about as one-dimensional and restricting as George's own boxing is these days, consisting of you just pressing buttons and waiting to see whose head goes back first. But the reality is that there's more chance that your own head will drop long before a bout is over. Probably the most punch-drunk game yet.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

| | | | | |
|-------------|--------------------------|--------------------------|--------------------------|--------------------------|
| STRATEGY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| ACTION | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| CHALLENGE | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| REFLEXES | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| ORIGINALITY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | LOW | FAIR | GOOD | HIGH |

LONG-TERM INTEREST

| | | | | |
|-------|--------------------------|--------------------------|--------------------------|--------------------------|
| HOUR | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| DAY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| WEEK | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| MONTH | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| YEAR | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | LOW | FAIR | GOOD | HIGH |

GRAPHICS

▲ Big characters that look quite realistic. Good animation too

▼ Very little detail put into presentation and backgrounds

82

SOUND

▲ Good music intro and speech is okay although rather limited.

▼ Very limited conversation with the odd shout from the crowd. Seems to lack atmosphere.

75

PLAYABILITY

▲ Far too sluggish. Very limited in the amount of punches the boxer has.

65

LASTABILITY

▲ Starting at nineteen in the world will mean it will take a while before fighting Foreman. The higher ranked boxers are far too powerful when you first reach them.

62

OVERALL

The second poor George Foreman boxing game on the Super NES. Stay down this time George.

68

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: ACCLAIM
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Yes
- OPTIONS: Difficulty control

GAME INFO

- GAME ORIGIN: Based on the totally fictional exploits of the totally fictional Warner Bros Porker
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Reach level 4
- ALTERNATIVES: All the platform games in the World. Every single one of them. The lot.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Slowish

X View

A Throw

B Jump

Y Throw

L/R L: No Function
R: No Function

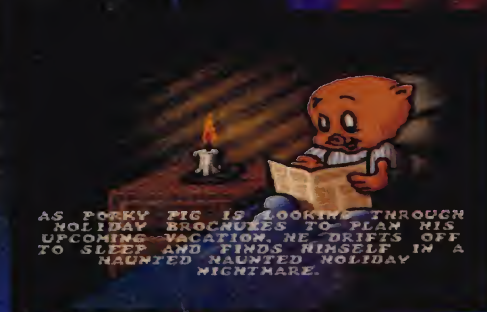
S Start: Starts/pauses
Select: No function

GAME CREDITS

- DEVELOPED BY: SUNSOFT/DARK
- DISTRIBUTED BY: ACCLAIM
- MADE IN: JAPAN
- ARTWORK: © WARNER BROS

It's every holidaymaker's nightmare - book a vacation in the sun, fall asleep dreaming of the lovely time in store only to awaken and find you've been mysteriously transported to a land filled with desperation, desolation, danger and despair. And other stuff...

...And wouldn't you know it - just such a fate has befallen Porky Pig. Alas, no fortnight's frolicking with those sausage-smelling senoritas for this particular Porker. Indeed no, a fortnight battling his way through a selection of evil-infested platform-ridden destinations is very much in order, sadly. Still, beats Benidorm hands down.

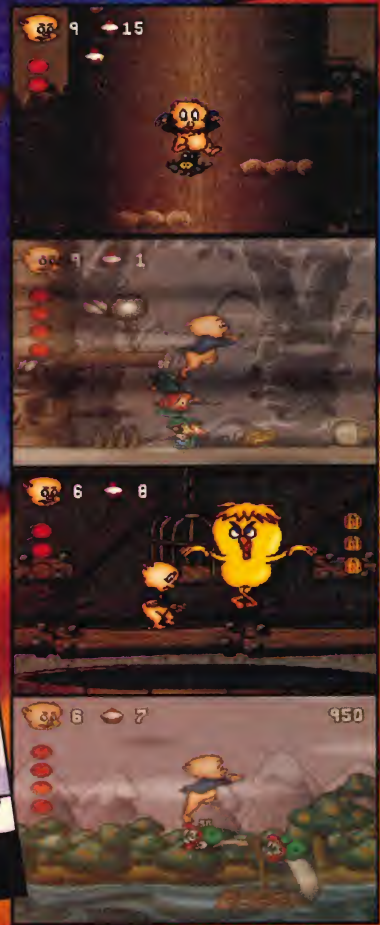


HAUNTED



HAMMING IT UP

Porky's perambulations take him across six levels each broken up into several stages with the usual boss-type awaiting at the very end. Porky's misery begins in the Haunted Woods. The action here takes place above and below ground as Porky stomps his way past a very odd assortment of bats, walking stew pots and, most bizarrely, shoe-chucking lep-rechauns. The end of level boss is a top hat-wearing ghost. Things take a turn for the weirder in level two, Dry Gulch - a wild western ghost town patrolled by leaping dogs, two-headed ducks and rifle-mouthed moose-heads. The boss for this stage is a larger than life Yosemite Sam. Next stop Atlantis and, oh dear, it all goes a bit mad from here on in, I'm afraid. The cartoons were never like this...



PORKY PIG'S HOLIDAY



PORCINE PITCHING

Porky Pig is not normally known for violence, being very much the mild-mannered one of the Warner Bros bunch. However, this is a platform game and platform games dictate that baddies must be overcome in some way or other. A cup of tea and a friendly chat just doesn't do thus violence is inevitable. Porky has two ways with which to protect his bacon. The first is the bog-standard bottom bounce seen in virtually every platformer ever created, and yes, keeping one's finger on the jump button results in a higher bounce off the defeated bad guy. Porky's second form of attack is equally unoriginal - a thrown missile of some description. The missiles come in the suitably inoffensive

form of food. However, Porky has to locate the food first and then it only lasts for a few throws.



COMMENT



Porky Pig is as cute as a sack of little piglets and very playable with it. Porky moves around at a fairly sedate pace but responds well to player commands. However, as cute and playable as the game is, there is not one single original idea anywhere to be seen. Well, that's a slight exaggeration as the game manages to include a Mine level whilst resisting the temptation to bung mine carts in. You could hardly describe the distinctly odd musical accompaniment as unoriginal either. Otherwise, though, it's enjoyable enough but will not represent anything like a lasting challenge for seasoned gamers. Kiddies only, I'm afraid.

SYMPHONY IN HAM

It's not very often that the music in a game is so noteworthy as to merit a special box all of its own. Porky Pig, however, is an exception. It features music that is at once beautiful and repellent. It's as if some keyboard-crazy Zombie has just gotten hold of an old eighties synthesiser and tormented his way through a variety of themes, some familiar others unrecognisable, to create a selection of the most truly bizarre music ever heard in any game. We still can't make up our minds whether it is the working of a genius or a madman.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

| | | | | |
|-------------|--------------------------|--------------------------|--------------------------|--------------------------|
| STRATEGY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| ACTION | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
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| REFLEXES | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| ORIGINALITY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | LOW | FAIR | GOOD | HIGH |

LONG-TERM INTEREST

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| MONTH | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| YEAR | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | LOW | FAIR | GOOD | HIGH |

GRAPHICS

▲ Basic but cute and cuddly. Animation on the Porky sprite is cool, boss characters are good n' big.

78

▼ Enemy sprites lack size and animation.

SOUND

▲ Ooerr. Atmospheric, strange and oddly crap in equal measure. Porky pig voice samples are good.

75

PLAYABILITY

▲ It's enjoyable enough while it lasts

80

▼ Porky himself is a bit on the slow side. There again, he is a fat pig.

LASTABILITY

▲ Six levels and a reasonable challenge if played on the hardest setting.

72

▼ More experienced gamers won't find too much to keep them coming back.

OVERALL

An enjoyable albeit uninspired platform romp that is - sigh - probably targeted at younger gamers. Ah well...

75

SPECIAL FEATURE

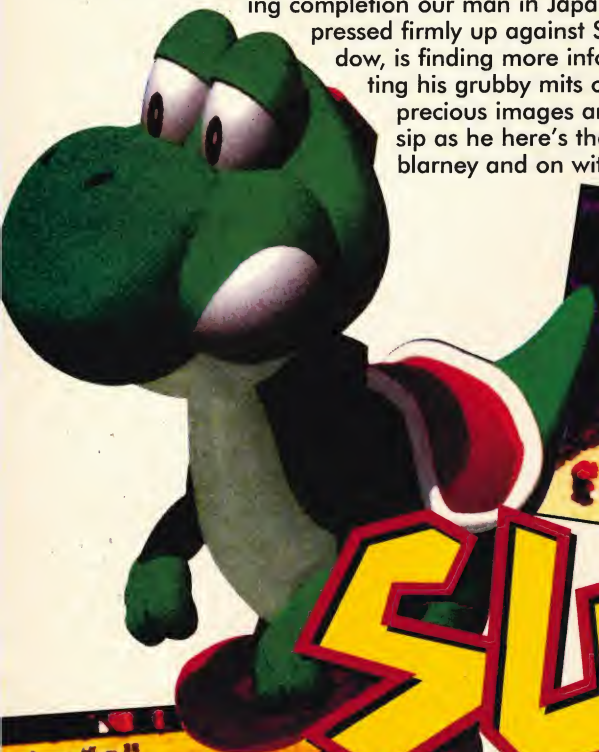
Crickey kidlets, this has to be the biggest news in the Nintendo market for absolutely ages. Yes, my friends the promise of a Mario RPG before crimbo is indeed making the nation salivate. So, to quench your dribbling gobs NMS gives you exclusive inside information that's fresher than a naked swim down the Rochdale canal in mid-January.

So it's happening. It's all true and we're thrilled to pieces. Nintendo's alliance with RPG supremo's Squaresoft has heralded the most exciting slice of game's pie for quite a while. As work is nearing completion our man in Japan, with his head pressed firmly up against Square's office window, is finding more information and getting his grubby mits on more of those precious images and snippets of gossip as he here's them. Enough of the blarney and on with the facts...



A CALL TO ARMS!

Right punters, it's up to us and no-one else to make sure that Mario's RPG makes it our hallowed shores as more than just an import game. It seems that Nintendo Japan are in a tizzy as to whether the Western market is suited to RPGs or not. Apparently they don't sell very well. Well, sod that for a game of Pacman, we want it and we want it now! Go on shout it from your bedroom windows in an Easterly direction. Write to the Japanese embassy and wave banners outside Nintendo's offices. We need this game!



SUPER MARIO RPG

THE HOUSE THAT MARIO BUILT!

As far as we are aware, Mario's house has never appeared in a game before. Well, here it is in its full rendered glory, the Pipe House, nice eh? That said we thought his house would have a lot more DIY-type stuff on it, after all his roots are all in the building trade. We half expected to see scaffolding over part of the house with an unfinished extension sagging into the damp ground. It seems the main point of the house is as a save point and as a place for Mario to re-generate energy.



GAME DATA

- GAME: SUPER MARIO RPG
- BY: NINTENDO/ SQUARE
- RELEASE: TBA
- GAME TYPE: RPG
- PLAYERS: 1
- CART SIZE: 32 MEG



SPECIAL FEATURE



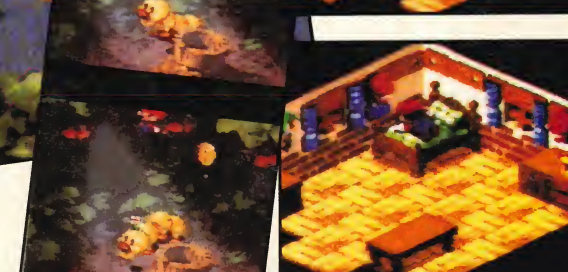
(RIGHT) The clowns insist Mario keeps off the grass - like yeah, man!



WELCOME TO THE HOTEL CALIFORNIA

If our Mario is in need of resting his weary little chubby plates of meat, then he can kip over at one of the game's many hotels. These are designated by stars and offer safe haven for the plumber. The rooms seem a little sparse with no Sky TV or mini-bar and no room service. Especially as they cost you 30 coins a night, which is a lot of wonga in Mario money.

(RIGHT) Mario the door-to-door salesman hawking dodgy U-bends.



THREE COINS IN THE FOUNTAIN

As part of Mario's adventure he has to do what most sturdy adventurers get lumbered with, find treasure. As with most of the Mario series, part of the little plumber's quest is to find gold coins that litter the game environment. In the RPG the coins can be used to acquire items such as the Mushroom Sword or the Kooppa Shield. They can also be used to pay for Mario's accommodation at the various hotels in the adventure.

SPECIAL FEATURE

A FRIEND IN NEED

What would a Mario title be without meeting some of his new mates? As per usual they're a right odd bunch, but what else do you expect from people who hang about the streets in a place called the Mushroom Kingdom. Let's find out if these geezers are a bunch of spaced-out hippy throwbacks or decent upstanding game characters befitting of our Maz's company.

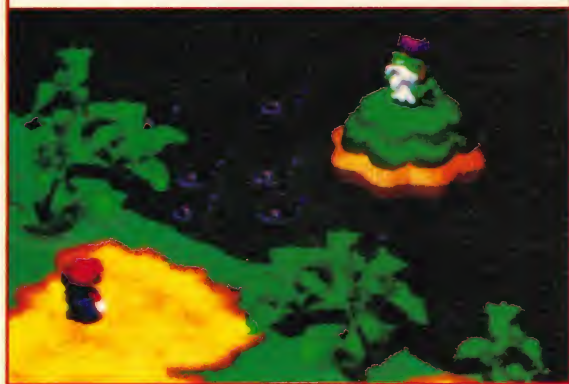
DOCHERTY

No, he's not a Scottish drunk who eked a living, when he could be bothered, out of soccer management, this Docherty is one of the mole people. Rather than your contemporary living-under-the-ground mole behaviour, Docherty lives in a small hut in the Mushroom Kingdom by the side of a mountain. Just like Tommy Lee Jones in *Blown Away*, he's obsessed with bombs and pyrotechnics which he uses down the mine that he works in.



FROG HERMIT

The frogs live in Croak Lane, which any fool knows is down the road from the Mushroom Kingdom. They're an ancient bunch who've hung around the pond so long that not even they know how old they are, senility or what?



MARGARITA

Pizza or bird-person, that's the question. We're not quite sure if she's the 'bitch' of the game or what, but we do know that she's addicted to peaches and has her callous little heart set on being queen of Birdland. Who wouldn't eh? Blimey, all those beautiful ladies. Ooh, matron.



BOOKIE

Bookie lives in, surprisingly enough, Bookie's Tower. We presume this has nothing to do with his occupation and that he's not actually a bookie. Otherwise his dad might have been called Turf Accountant or something else with a gambling tip to it. Anyway, Bookie's purpose in life is to create complicated devices to play with.



(ABOVE) This looks decidedly fishy to us.



CROCO

This lot could be the Kray Twins of the piece. Apparently they get Mario to do their dirty work and then nick off him. They also have a bunch of monster-type henchmen that lean on you if you muck about with them. Nice people.



CU

AMIGA

M A G A Z I N E

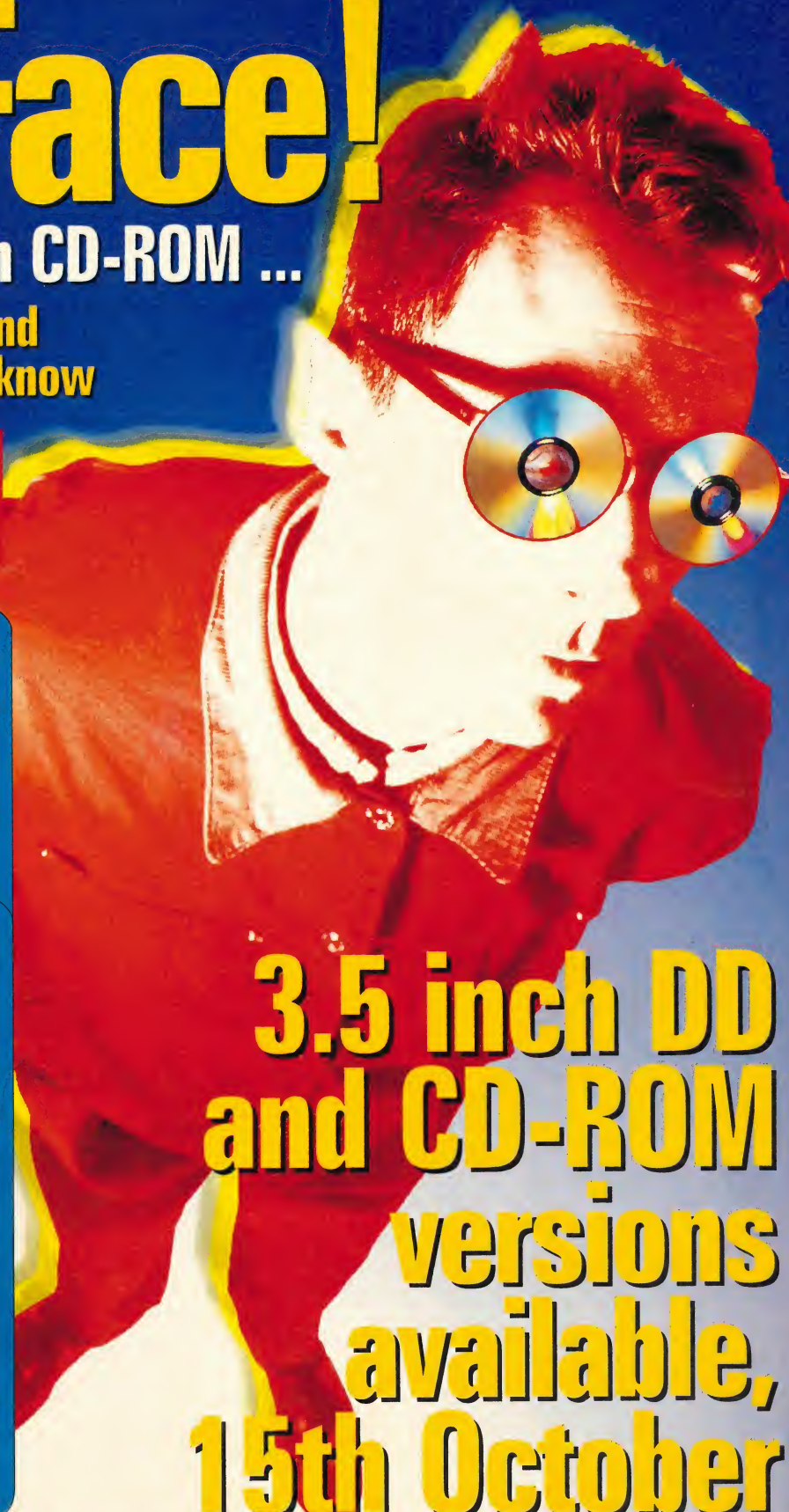
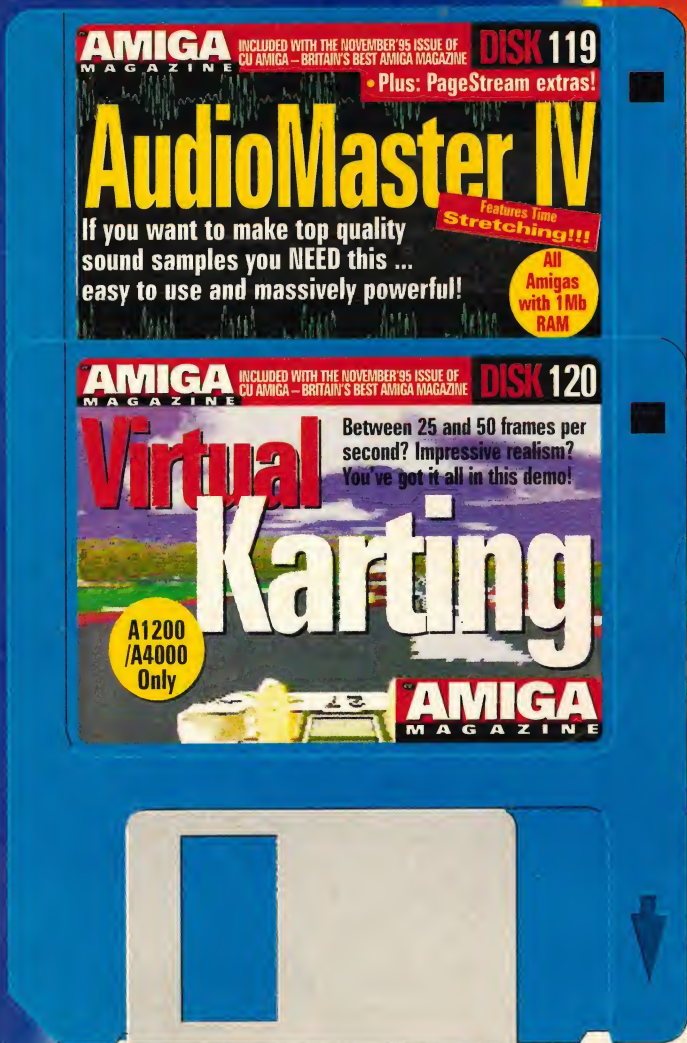
In Yer Face!

View the world through CD-ROM ...

Our definitive guide to drives and disks tells you all you need to know

AudioMaster vIV

WORTH £60!



**3.5 inch DD
and CD-ROM
versions
available,
15th October**

SPECIAL FEATURE



WE'RE SHOPPIN'... WE'RE SHOPPIN'

What self-respecting adventure game would omit a buying of objects-type shopping affair. The problem is that Mario's not the kind of fellow to buy an AK-47 and a shoulder-mounted missile launcher. Likewise his plumpness wouldn't be seen dead in a suit of armour. So, our bet's on items like the hammer used in Mario 3, reinforced overalls and energy cells. Although it'd be really funny if he could get himself a plumber's beat up Transit van, 'snap' box and a copy of The Sun. Incidentally, the shops are denoted by, you've guessed it, mushrooms.

NOT MUSHROOM IN 'ERE

Mario's RPG starts in the crazy Mushroom Kingdom. It's a kind of 'castle' town protected by the Mushroom guards who, in need of some form of employment, look after the welfare of the town's top lady, Princess Peach. Now how the hell a mushroom can guard anything is beyond us, but this is the Mushroom Kingdom.



YOU'VE LOST THE PLOT MATE

As you may have gathered using mushroom's to guard anything is slightly dodgy. We know it seems obvious, but let's say it now. Buy a burglar alarm or get a big dog to protect your possessions, don't surround them with fungi. And the Mario RPG is a prime example of this tablet of wisdom because the plot centres around the Princess being kidnapped by Koopa. As soon as the Minister of the Mushroom Kingdom and Kinopeo find out they panic (wouldn't you if all you had to get her back with were the same inept bunch that lost her?) and call for Mario. The rest is up to you.



(ABOVE) What self-respectin' game would omit a mine cart section?

SUPER MARIO RPG



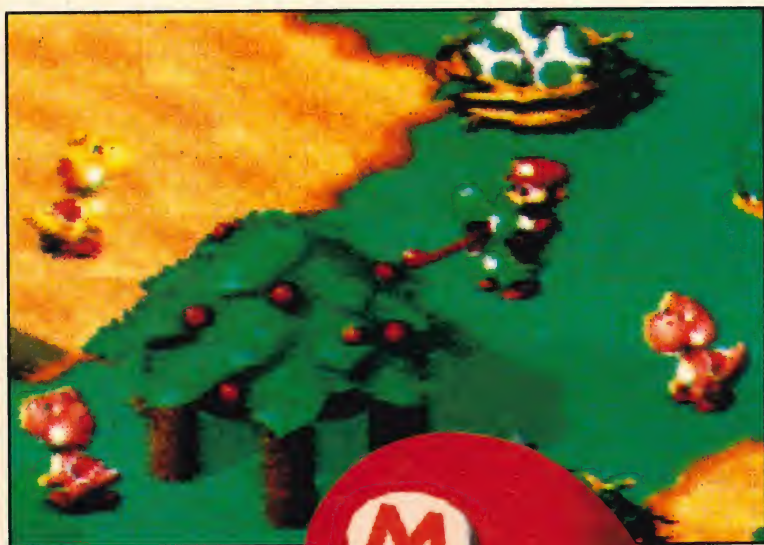
EVERYBODY'S TALKING AT ME...

What RPG would be worth its salt without character interaction? So, in the Mario RPG communication is a strong part of play. Whether it be chatting in the various shops or trying to get info out of the various characters, Mario can interact with everybody involved.

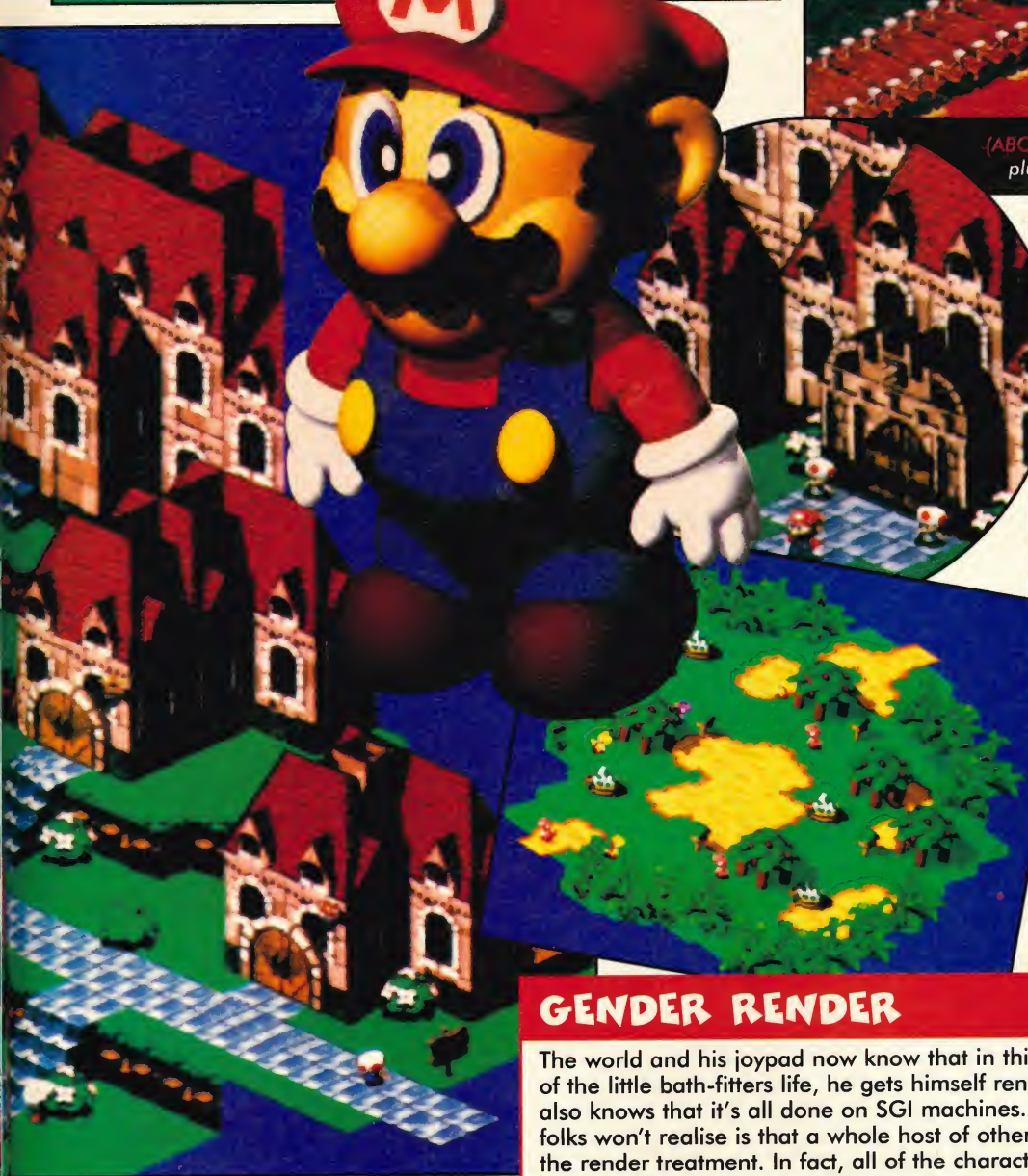
SPECIAL FEATURE

THE DINO'S IN THERE, YOSH INDEED

Part of the adventure sees Mario visit Yoshtar Island, home of the infamous Yoshi. We're not quite sure what Mario has to do here, but we know he can ride around on the various multi-coloured Yoshtar inhabitants.



(ABOVE) The persistent Mario and his door-to-door plumbing accessories. Wanna buy a plunger Missus?



GENDER RENDER

The world and his joypad now know that in this latest installment of the little bath-fitters life, he gets himself rendered. Everybody also knows that it's all done on SGI machines. But what a lot of folks won't realise is that a whole host of other objects also get the render treatment. In fact, all of the characters in the game have had the once over and, interestingly enough, so have the all the buildings including chez Mario.



(ABOVE) Go on Mario jump you fool, jump! You know you love it.

PLUMBER'S PAIN

Unlike the Mario world games, in the RPG you'll be glad to know that you can't lose lives. Admittedly there's a host of traps all the way through the adventure that sap your power or even delay you on your journey. But at least our little U-bend specialist won't get hurt quite so much.



Q & A

READER SYSTEM

The hot spell has finally broken and, with it, the tempers of the NMS readership have cooled. Mind you, I'm still receiving just as many questions regarding Killer Instinct and the NU64 as ever. So, for the last time blessed time nobody knows which games are going to be packaged with the machine, no firm price has been fixed and we know no more about the fabled add-on unit just yet. When we know more we'll print it in the news. All other questions that do not concern the previous send them off, without any hesitation to IT'S RAINING, IT'S POURING, THESE QUESTIONS AREN'T BORING, Q&A, NMS, 30-32 Farringdon Lane, London EC1R 3AU.

Q LEAVE THE HEN ALONE!

Dear Andy
Answer these questions or the chicken gets it.

1. You mentioned a secret character called Heatshade in KI. Is he in the Super NES version?
2. How come you never told us how to do the special moves in the KI booklet?
3. Why did you say Rise of the Robots was crap when its got the best sound and the second-best graphics on the Super NES?
4. Why was there no DAISY page in issue 36 NHS?
5. Which do you recommend, best to worst: KI, Fatal Fury Special, Primal Rage, Weapon Lord and MK3

Marc McSmith

A **ANDY:** 1. I believe said character is now absent from said game. 2. Because that was a review, not a players guide. 3. Go and play the game, then the answer will become blindingly clear. 4. Things all got very pear-shaped at Nintendo UK. DAISY is set to return soon, though. 5. KI, MK3, Weaponlord, Primal Rage and FF3.

Q NAY NAY, MR WILKES!

Dear Andy
Answer my questions or I'll do something nasty like sending you a video of Emmerdale Farm - the best bits. So there.

1. Should I eat a toaster or wear woolly mittens on my head and run around screaming "I'm a piano!"
2. Are you poor if you don't have SKY? My friend Liam says you are.
3. Do you like Double Dragon?
4. Should I get the PSX or an NU64? I want your honest opinion, not a biased one or I'll hit you.
5. Do you like the Crystal Maze?
6. Why is the Saturn crap? I know someone with one who is a fat hamster. The graphics are worse than those of a Spectrum.
7. Do you have a shed in your garden?

Right that's it, I have to go and feed my pigeon to my womble.
Mr Gerbil, Skipton

A **ANDY:** 1. Twelve. 2. On the contrary, you are culturally a very wealthy man. 3. Nein. 4. NU64 you dummy. 5. No but I'm rather attached to the Soil Network. 6. It's strictly for the cuddly rodents. 7. I have a lean-to fashioned from sticks and tarpaulin.



Q IMRAN-YUSUF: THE RETURN

Dear Andy
Please can you answer these questions or I'll take your biscuits.

1. You said the NU64 will support HDTV, is that another make of TV or a different screen resolution?
2. 3DO's M2 upgrade is allegedly more powerful than the NU64, is this true?
3. Lately I have been hearing stuff about a NU64 add-on called Ultra Disk. I know it's a bit early to be talking about a successor to the NU64, but is there any substance to this story?
4. When will the rest of the UK have access to the BT Interactive channel, and when will they offer NU64 games to download?

Imran-Yusuf, Harrow

A **ANDY:** 1. HDTV is a much higher resolution picture that you have to have a special High Definition telly to view. And you have to live in Japan too - they're the only ones dabbling in HDTV broadcasts currently. 2. It may well turn out to be more powerful than the NU64, but it really is too early to tell just yet. 3DO hardly have a great reputation for producing great games, either. 3. This is the Bulky Drive story we published last month. As is typical of Nintendo, they won't comment any further on the matter. I don't think it's a successor to the machine though - more of a mass-storage add-on. 4. Just as soon as BT decide that the trials have been successful and the project is a commercially viable one. As for NU64 games online, I really doubt it for the foreseeable future.



(ABOVE) Sweet dreams are made of this. And a few nightmares too...

Q VB NOT JIMMY'S JOBBY!

Q

Dear Andy

Print these questions or else it's tea-time biscuit-boy!

1. How come you printed two different types of screen-shot for KI. It seems that you printed truly magnificent graphics in issue 34, while in the free booklet you had cack graphics. please tell me I'm wrong and put my mind at ease.
2. Will the moves you printed in issue 30/31 work for the Super NES version of the game?
3. Why is the Virtual Boy such a pile of Jimmy's jobby?
4. What is the best multi-player game for the Super NES?
5. Why are all these stupid old arcade classics coming out for Game Boy? I think it's a waste of a machine that's capable of producing such excellent titles as Zelda, DKL etc...

Tim Redmond, Newbridge

A

ANDY: 1. I assure you they're all from the same game and the graphics really are ace. 2. Most of them still should. 3. It's not, it's smart - especially Galactic Pinball and Red Alarm. 4. I'd say it's a toss-up between NBA Jam TE, Bomberman 1,2 or 3 and ISS Deluxe. If you can toss a coin between three things. 5. Not fair! Some of those games are still pretty good - Galaxian and Millipede in particular. I suppose they're appearing on Game Boy because fewer people would feel inclined to buy them if they appeared on a £40 Super NES cart.

Q POO BY POST

Q

Dear Andy

If you don't print these questions I'll burn my faeces and post them to you.

1. I have 17 games for my Super NES. Should I buy more hot titles or wait for the NU64?
2. Will it be wise to buy KI for the Super NES or wait for the NU64 version?
3. In what order should I buy the following: KI, MK3, DKC2 and Yoshi's Island?
4. Will the NU64 be in the same price-bracket as the Saturn or around the region of £200-250?
5. How long before the Super NES goes out of date?
6. If you had an NU64 would you still buy games for your Super NES?
7. Are there going to be any more Computer Championships before Xmas?

Sunny Vikk, Nottingham

A

ANDY: 1. That largely depends on whether you want to play any games at all between now and next April. 2. get it, the NU64 version is actually KI2 with new characters and stuff - a whole new game! 3. That seems like a pretty good order to me. 4. The latter, allegedly. 5. I reckon there's a couple of years left in it, at the outside. 6. Depends what the games were - let's not forget that gameplay is gameplay no matter what machine you're playing. 7. Not as far as I know, although the Trocadero in London runs regular game challenges. Shame you live in Nottingham really



Q

PREACH TO THE CONVERTED

Dear Andy

Two months ago I went to America and bought an American version of Donkey Kong Country for my Super NES. I already have a convertor but when I arrived home and played my game, a blue screen came up and said "Use of this game pak will ruin your console do not use it". I left it for five minutes and nothing came up. We phoned up Game Trader in America and all he did was talk a load of crap. The game was brand new, fresh out of the pack. can you please do something about it.

Matthew Key, Birmingham

A

ANDY: Alas, many games are a bit clever these days and are able to bypass even the cleverest of convertors. Sounds like the American version of DKC is one of them. What a great argument for buying officially, though.

Q THE THE

Q

Dear Andy

Answer these question or I'll buy a Saturn.

1. Has Super NES KI got Eyedol's 80-hit combo like in the arcade?
2. Has it got dirty great borders like SSF2?
3. Which joystick/stick do you recommend to get the most out of the game?
4. Are the endings of the different characters crap, like MK2, or a continuation of their stories like SSF2?
5. Who, in your opinion, is the best character in the game?
6. I read that John Menzies have taken over Nintendo UK. Is this true? Do you think this will affect the release dates of future Nintendo games?

Matthew Davies, Norley

A

ANDY: 1. Apparently Eyedol's 80-hit combo has been removed on the grounds that it's dead boring to watch, let alone be on the wrong end of. 2. Dirty great borders are a feature of all Super NES. 3. Believe it or not, we found the good old Super NES pad to be the best. Joystick-wise, try the ASCIIWARE Fighter Stick. 4. Great endings are conspicuous by their absence. 5. My top geezers are Jago - because his moves are like Ryu's, and I'm a bit of a sad old Sabrewulf fan too. 6. True enough. A division of Menzies called THE (Total Home Entertainment) have taken over the sales and marketing of Nintendo UK. It already seems to have pushed back the releases of DKL and KI, although the long-term effects should really be to our benefit - THE taking their orders from above, so to speak.



(ABOVE) One of life's magic baby plumber/dino/dog moments, captured forever in Yoshi's Island

Q

WELL, HELLO!

Yo Andy

How's it hanging babe? Now that I

have your attention could you please answer my plea. I always go to Future Zone to buy my games and I was told by them, when I was on holiday in Blackpool, that there were no plans to release Theme Park. They told me that it's supposed to be September but that it could be put on hold again. At my local Future Zone they told me July 18, then August 14, now September 10. I want Theme Park badly, is there anywhere I could buy it cheaply? Is it ever going to be released in the UK? When?

June Jacobs, Worcs

A

ANDY: I am hanging slightly to the left today, thank you. Theme Park went back for

reprogramming but keep an eye on your shelves, I'm assured it's imminent any day now. But the again they've been saying that for months.



OOOH, GET HER...

Dear SEAL

I am really mad! I am angry because back in July I sent you a drawing of Earthworm Jim and it wasn't a bad one at that. I spent hours on a Sunday afternoon drawing the damn thing. I waited weeks for your issue 35 to see whether it had been printed. I searched the pages of the mag and was disappointed. It had not been printed. The fact that it had not been printed wasn't what made me mad. It was the fact that one of the pictures you printed was of pieces of fruit with headbands on called "Fruit Fighter". The picture was terrible! And that had to be one of the most unoriginal ideas I've ever seen! Aren't we a little fed up of SF2 rip offs? Why did you print it? You could have put a much better one on there instead. No effort was involved and it was sad! Was it that my picture was purely in pencil and had no colour? No, it couldn't be. You once printed a poor-quality picture of something that looked like Fist of the North Star in issue 21. But the thing that really made me mad was that I had included a self-addressed envelope with stamps for you to send the picture back if not used. That was two months ago and I haven't had a bean from you guys. If you don't want to print the picture, at least send it back!

Emil MacCormick, London

SEAL: Sigh. Deep sigh. I don't know how many times I've said it before - do not, under any circumstances, send SAEs with your letters or artwork. We simply do not enter into correspondences of any kind - the day's not long enough. Everyone else seems to have got their heads around this idea - it's one of the risks you take, I'm afraid. And we're certainly not the only magazine in the world to operate this policy. In fact, this is the only letter I've had complaining. Secondly, we keep all artwork in a big file for future reference, so I'm sure we've got yours somewhere. Who knows, we may even print it one day. But most importantly, artistic excellence does not automatically

It's all change around the Mailbag this month. I've had what "Richard and Judy" refer to as a complete makeover courtesy of Chris Fraser who, you may remember, won pic of the month some time ago. Note the special question answering trousers - great aren't they - especially seeing as seals don't have much in the way of legs. Still, I managed to make up the leg shortfall by stuffing crumpled up deep-sea fish and Rob Jenkins' hate mail down my pants. But I need more wadding so get those letters and pics in now, to **IS THAT A TURBOT IN YOUR TROUSERS OR ARE YOU JUST PLEASED TO SEE ME, MAILBAG, NMS, 30-32 Farringdon Lane, London EC1R 3AU.** And remember, thanks to my OCEAN sponsorship I can offer a free game to the entrant I like the most. I'm a bit all-powerful like that, you see.

qualify you for my page. I thought Fruit Fighter was funny, that's why it was printed. It was certainly more original than the barrel-loads of Earthworm Jim pics we

get each month. Also, printing only the highest quality pictures wouldn't exactly be very motivating to those readers of a less artistic bent, would it? **If you're going to be so precious about your stuff, send it in to the local art gallery, not us. Now you've made me go all serious, chuff off!**

STOP MESSING WITH MY HEAD

Dear SEAL

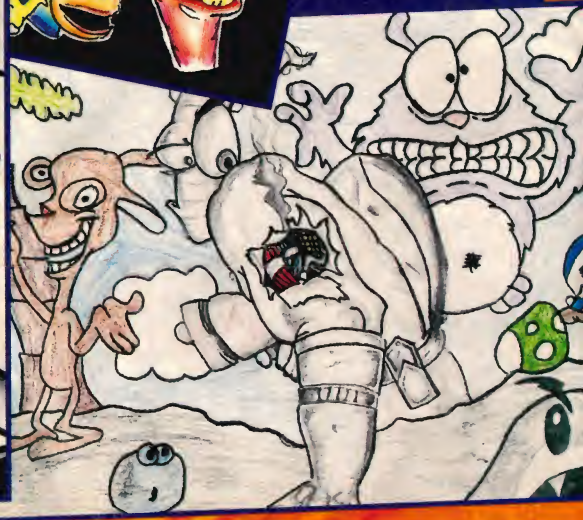
I'm a great fan of the magazine and read it every month, but I have one question - why are Nintendo so secretive? I wait every month to get what little info I can on the NU64, but all I can manage to get is specifications, very few pictures and a list of the Dream

Team - big deal! They're even so gratuitous that they can show us the casing but not the joypad. They might overload our brains if they showed us the console and the joypad together! To top it all they keep putting the release date back and they have pulled the NU64 from so many shows. Is it me or does anyone else out there find Nintendo's tactics really stupid. They're so big-headed, they expect everyone to wait and there is very little to discourage people from buying their console now. There is only the promise that NU64 will be the best, and I'm sick of promises. If only they would show us a few games running then we would know what to look forward to. They might also make those people who Nintendo buying a Saturn or Playstation think twice and wait until April for the NU64. I hope the NU64 is the best and that my wait will be worth it. My only consolation is that my friend is getting a Playstation, so I'll be able to play that until I get my NU64. So I'll

(RIGHT) Lovely work Daniel Purcell of London. Do you get through much tracing paper in your house?
(BELOW) Err, cheers to Dominic Burt for this gory pic, I think?



(BELOW) Nice pic Craig Fisher from Leicestershire, but I've one quessie. Why's Obelix just pooped out a mushroom?





(ABOVE) I'll tell you what, I think this is a really clever pic this one. What wasn't so smart was neglecting to write your name anywhere! Anyway, whoever you are well done you soft 'nana!

wait for Nintendo to cop on and give out some more hard facts. Show us some pictures of a game being made and let us see some games running.

Michael Kinsell, Clonmell

SEAL: I don't reckon Nintendo are making us wait because they're bigheaded. Rather they want to make sure the whole system is perfect and has a decent selection of perfect games to match before launch. Given the amount of dross I've seen from the competition, I'd say this is no bad thing. If you're looking for inspiration, check the Final Fantasy VII pics in our news section and take comfort in the fact that Nintendo have apparently confirmed they'll be showing the NU64 at the Shoshinkai - 100 machines with ten games in fact!

AN HONEST MAG IS HARD TO FIND

Dear SEAL

I thought the September issue of your mag was excellent - especially the jaw-dropping reviews of KI and Doom. I love the KI arcade machine and am hoping to buy the Super NES version. Naturally I went out to read the other reviews and find out the other mags' opinions on the game. I read the Gamepro review and was shocked by the release date - October not September. Despite the overall 91% score, the review was appalling. They said the graphics were good, but the music was crap, there weren't any combo announcements and you couldn't uppercut your opponents off the rooftops at the end of the battle. The screenshots in the review were crap too. Yet in your free booklet you said the game was brill, that it was brimming with combo announcements, that you could uppercut your opponent off



(ABOVE) Pete and Chris are getting really miffed at the standard of these drawings you lot are sending 'cos they can't draw for toffee. Cheers to Michael Vernon. (LEFT) Likewise to Chris Caudery for this top Ranger!



the rooftops and that the release date was September. Is that true - who should I believe? Or should

I just buy MK3 and Doom instead? I read the Gamesmaster review too - it was basically the same, only they commented on the speed of the game, saying it was slow but if you had an NTSC Super NES it plays faster - is this true. Please could I have an honest opinion.

D Greveson-Pond, Derbyshire
SEAL: I've no idea where Gamepro got their version of the game from, but it most certainly wasn't the same as the one we played. I can confirm that it does have combo announcements and that it is fully possible to knock your opponent off the rooftops if you so desire. As for the speed issue, well, it doesn't match MK3 in that department but it's no slug either and we found it a better game all-round. Also, any game plays faster on an NTSC machine, but I fail to see what effect that could have on the animation. Basically it all boils down to one simple fact - all the other mags only managed to get a spend a couple of hours with the game, whereas we had a full week. Which is a bit daft on Nintendo's part, really. The October release date is, sadly, highly annoying, unless you're Acclaim of course...

KOLOSSAL KWALITY KONSOLE

Dear SEAL

In relation to Imran Yusuf's and Rob Jenkins' argument that the NU64's release should be speeded up, let me just point out the example of the Super NES. One of the main reasons the Super NES succeeded was because of games such as F-Zero, Super Mario World, Super Tennis and Super R-Type (well maybe not Super R-Type) that provided

a platform for the Super NES to leap off - and leap it did! Magazines and word of mouth etc. caused people to buy the Super NES because the games were so great. The NU64 has to try and do the same thing in a shrinking market, so it needs to be twice as dynamic to stand out from its already impressive competition. If it releases crap quality games, less units will be sold and Nintendo and third party publishers will receive less money thereby investing less, leading to a vicious circle ending up in Imran Yusuf's petition leading to us all receiving crap games and therefore a crap system. The most important games in a machine's lifetime are almost always the first, therefore Nintendo can take as long as they like as long as the results are worth it.

Dameon Wilson-Webb, Worcs
SEAL: My head is still hurting from trying to track the logic of your argument, but I certainly agree with the sentiment. Nintendo must do to, for it is exactly that same argument they professed as the reason for the NU64's no-show at the E3 and April '96 release date. Great games at launch are very important, but I don't really think we've any worries on that score - see our newsy bit on Final Fantasy VII, that should put your mind at ease.

OCEAN PICTURE OF THE MONTH!
 For this terrific post-impressionist montage David Hopkins receives what he pleaded for. Yes Dave, you are hereby officially Doomed in a Doom type way for eternity courtesy of yours truly,H



PREVIEW GAME BOY

DEFENDER

We have already looked at three carts from the Nintendo Arcade Classic range. Now it's time to examine the fourth, final and by far the best game of the lot in our opinion. Defender is one of the all-time classic side scrolling shoot 'em ups. It is accompanied on the 2 Meg cart by rather an unusual choice in Joust, a true platform original, not you'd call a classic, though.

Unlike the other three in the series, Defender and Joust offers the game player two completely different games to test their skills.

Defender was the original side scrolling shoot 'em up and one of the first games to feature more than one fire button. Joust on the other hand was a rather strange concept involving flying ostriches, crumbling platforms and gaining an upper hand. Intrigued? Read on...



& JOUST

THE EARTH IS UNDER ATTACK

Defender was different from its contemporaries in so many ways when it first hit the arcades. For a start this game is not just a case of blasting everything on screen. The enemy, a green and yellow space invader, fled off with the human sprites (well, amorphous blobs) patrolling the bottom of the screen. The player's task being to shoot the enemy without blasting the humans. If successfully accomplished, the humans fall to the ground but the player has to catch them before they come to harm. If an enemy reaches the top of the screen it changes into a multi-coloured mutant that travels towards the player at lightning speed and making it very difficult to blast.



THE FOURTH (OR FIFTH) BEST CONTRAST DEFENDER OR JOUST

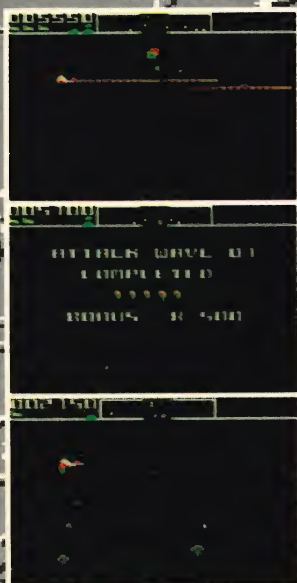


SMART BOMBING

Every once in a while the screen fills up with so many mutants that the situation seems hopeless. Luckily, Defender gives the player a Smart Bomb. This clever device allows the player to blow up everything on screen and survive even if it's for only a little while longer. There's also the option to hyperspace to another section of the screen. Use this only in dire emergencies as you can end up in even more danger.

IN THE GOOD OLD DAYS

Once upon a time all we used to get with our arcade games was a joystick and one fire button. Until Defender came along. It not only had the joystick and the fire button, but a smart bomb button, hyperspace and reverse buttons as well. All laid out in the most idiotic manner imaginable. This version is far more sensible. Thankfully.



GAME DATA

- GAME: DEFENDER
- BY: NINTENDO
- RELEASE: OCTOBER
- GAME TYPE: SHOOT 'EM UP
- PLAYERS: 1-2
- CART SIZE: 2 MEG



DEFENDER

GAME BOY PREVIEW

ARC CLASSIC

LAY A LITTLE EGG FOR ME

I suppose you describe Joust as one of the first platform games. The player controls an ostrich-like bird, the almost simplistic object being to fly higher than your opponent, land on their heads and kill the chuffer. Vanquished foes leave an egg behind. These too must be destroyed for bonus points. If the egg is not removed in a short space of time the egg hatches and produces another bird to sort. Great, eh!



ARC CLASSIC IS HERE!

15 GAMES ON ONE CARTRIDGE IT'S A PLATFORM GAME
 T IT'S UP TO YOU!

The game starts with a series of platforms including one running along the bottom of the screen. If the player runs off the screen they re-appear on the opposite side. As the difficulty level increases some of the platforms are removed and hazards like spouting flames or grabbing hands begin to appear from below. Their sole intention, to cook your goose!



ENHANCED OSTRICH ACTION

GAME DATA

- GAME: JOUST
- BY: NINTENDO
- RELEASE: OCTOBER
- GAME TYPE: PLATFORM
- PLAYERS: 1-2
- CART SIZE: 2 MEG



There is also a new enhanced version of Joust just for owners of the Super Game Boy. Even though the player still flies off the screen to reappear on the other side, the playing area is much larger. The character sprites are much bigger giving better gameplay on the big screen. Look out for the full reviews of Joust, Defender and all the other Game Boy Arcade Classics next month.

SPECIAL FEATURE

Have we ever let you down when it comes to the hottest info? Do we keep you in the picture about the NU64 despite the fact that the machine's shrouded in mystery? Well, our spies have been on the snoop again, and guess what, deep in the inner sanctums of somewhere secret, like the island in Enter The Dragon, they've uncovered a load of info on Final Fantasy 6 for Nintendo's dream machine the NU64.

Okay, so the world knows that Squaresoft are working on some pretty outstanding stuff for Nintendo at the moment. In fact we were thinking of scrapping the NMS logo and just calling ourselves 'Square Monthly' 'cos we've got that much stuff on them in this ish. You'll all be majorly aware by now of their forthcoming top new Mario RPG, but how much have you seen on their NU64 project, Final Fantasy 6? Read on my child and feel the glowing hand of enlightenment touch your soul and warm your undergarments.



WHAT'S YOUR ANGLE?

One thing that became glaringly obvious from what we've seen are the wide variety of 'virtua' camera angles that are involved. The floating cameras which track the characters not only make players feel part of the environment, but also give the impression of dimension, making the Final Fantasy world feel much larger.

LET ME BE YOUR FANTASY

RETURN TO RENDER

If you check out the shots below you'll be able to see exactly just how the finished animation starts its life as a complicated array of polygons. Look, who'd have thought that Tina's Bermuda triangle was there eh? Anyway, from this wire-frame format, Square drop textures over the polygons, add light sourcing and shadow. Then, hey presto, Tina's there in her full rendered loveliness.



IT'S A KIND OF MAGIC!

Part of the Final Fantasy 6 demo that was domoed at the recent Sig Graph show in the states shows a variety of effects that generate the magic throughout the game. They are quite simply stunning and look pretty damn gobsmacking as stills, so you wouldn't believe what they look like when they're moving.



SPECIAL FEATURE

ROCK HARD!

Another sequence to make you squirm on your seat and scratch your bum. This mobile Barratt home is about to be taken to pieces by Rock. Although not too much is known about him we get the impression he's a goodie, pals with the vivacious Tina and carries a whip with him (no, we won't do the gag about the whip-round). We presume he's Rock by name and rock by nature. Well, he brought the house down that time didn't he?



ASY

(ABOVE) In this game, you, the reader, gets to follow the arrows so you know what's going on in these sequences.

(RIGHT) Fancy been chased around by a massive bloke made of bricks. We have a name for fellahs like that, Brickus Housus Excretus (that's Latin that is).



(ABOVE) Erm, I don't suppose there's any chance of your phone number is there poppet?



PICTURE THIS

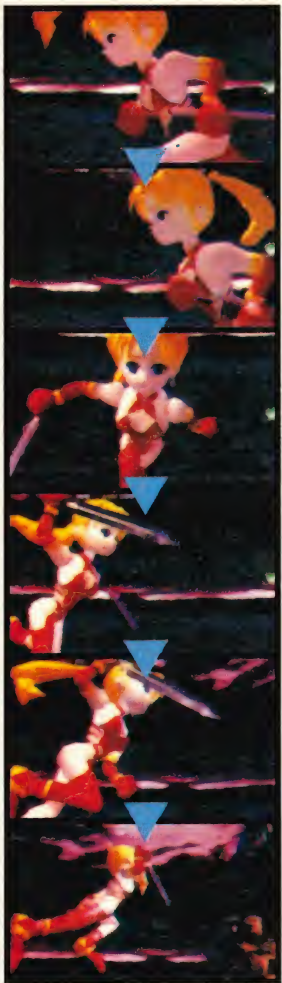
If you want a picture sequence of the future of gaming, this is it. This huge dragon character is Bahamoot. This sequence shows him, in full rendered glory, plummeting earthbound and then unleashing a fireball that looks like it has the same effect as napalm on some unsuspecting enemy. You never know perhaps he's some kind of mad prototype for the new Japanese 'Godzilla' class light jet.



SPECIAL FEATURE

BLONDES HAVE MORE FUN

What's the good of performing all these tricks with high technology if you can't recreate something a little bit, well, you know... err, how do you say it without being accused of sexism? Anyhow, moving swiftly on, this is the delightful Tina and she could well be anybody's Final Fantasy. Well, if you get kicks out that kind of thing, we guess. She's extremely Manga-esque and is actually built out of the same kind of stuff as Pammie Anderson, polygons. Or is that silicon? Who cares, just check her out in action.



(ABOVE) Ooh! Go on show us yer pants!



(ABOVE) Strangle me with my pants, it's Sport Billy's long lost brother!



YOUR ROUND MATE

The RPG fighting system hasn't half evolved over the years, and most of it's to do with Square. In days of old the whole thing was not dissimilar to actually rolling a die. Then with games like Secret of Mana the system evolved further so it sped play up and helped relieve the boredom of waiting for monster 'A' to pound dwarf 'B' to a pulp with his Club of Fibrous Bottomfluid. Now, we reckon the game engine for FF6 should include an almost immediate command response to your RPG-type decisions making the combat controllable without losing any of that all important excitement.



He-ha Jim lad, shiver me timbers, splice the main-brace and a host of other high seas-type cliches. Those landlubbers Acclaim have got another big movie licence tucked candidly in their pantaloons and Simon's got a stuffed parrot at the ready as he's well known for his method-style of game previewing.

Film licences don't you just love 'em? Well, no you don't actually if the truth be known. More often than not they're the wrong side of mediocre with disjointed gameplay, a few cinemagraphic shots and a poor version of the film's soundtrack. However, they sell faster than a scratch 'n' sniff Pamela Anderson strip kit and will continue to roam the land until a huge meteor destroys the planet or intelligent aliens ban us from buying them.

To be fair to Acclaim, and developers Software Creations, they are pulling out all the stops in an attempt to break the mould and produce an accurate, yet-playable movie tie-in title. So far play is a blend of buckling the old swash and puzzle solving,

as the heroes Shaw and Morgan, travel across Cutthroat Island gathering pieces of a treasure map. Or is that pieces of eight?

CUTTHROAT ISLAND



High Seas piracy as another movie licence sails to the Super Nintendo.



Yo-ho-ho! And a

A film licence that could

It's nothing like

CARTASTROPHY

One of the many sub-games in Cutthroat Island asks our heroes to pilot the old mine-cart, but this time it's overland, or rather, over hill and dale. As Shaw and Morgan career up one slope and down another avoiding large trees in the process, a host of eye-patched, fat-bellied rum-swiggers attempt to bring the cart to a grinding halt. My money's on the hit-and-run option.



PIECES OF EIGHT

Yes gamestrels, you could be the lucky winner of some real pirate's booty. That's right those cunning seamen Acclaim have written an interactive treasure hunt that reveals treasure chest icons as you progress. Okay, so you won't win real pieces of eight, but being entered into a draw to win a real-life treasure hunt in Florida so you can pretend you're Long John Nintendo isn't that bad, is it?



SUPER NINTENDO
ENTERTAINMENT SYSTEM

IN PROGRESS

CAT AND

big budget
er NES

bottle of rum.
ld play well!

Waterworld, we
promise!

ANY PORT IN A STORM

Being the massive budget movie it is, you don't think that Cutthroat Island would appear on a single format did you. Well, if you did think again because the good news is that all you Game Boy owners can look forward to a little hand-held version of your own. As per usual, you can trust us swarthy tars at NMS to have news and pics as soon as they walk the metaphorical game's plank.



A CAT OF NINE KNIVES

Cutthroat Island features two play modes, brawling and swashbuckling with both asking budding Errol Flynns to parry, thrust and skirmish with a host of knives, cutlasses and swords. Unfortunately though there's no big pistol to make life a doddle, so each time you take on one of the evil Governor's men it takes a while to dispatch him to a watery grave.



GAME DATA

- GAME: CUTTHROAT ISLAND
- BY: ACCLAIM
- RELEASE: TBA
- GAME TYPE: PLATFORM PUZZLER
- PLAYERS: 1-2
- CART SIZE: 16 MEG

**CUTTHROAT
ISLAND**

We've seen so many different super heroes. From an earthworm to a bobcat, a plumber to an ape. Now it's the turn of the flea to make an impact in the video games world. Prepare to meet Frantic Flea as he sets out in a new wacky cartoon style adventure.

Frantic Flea has been in development for quite some time by a new company called Haus Teknikka. In fact he was originally created in 1993 as a supporting character in a very different game. Luckily for him, his creator thought he had talent and a video game was created with him in the leading role. It is only now that the game has been ready for release and Gametek have taken the licence for release in the UK.

FRANTIC FLEA



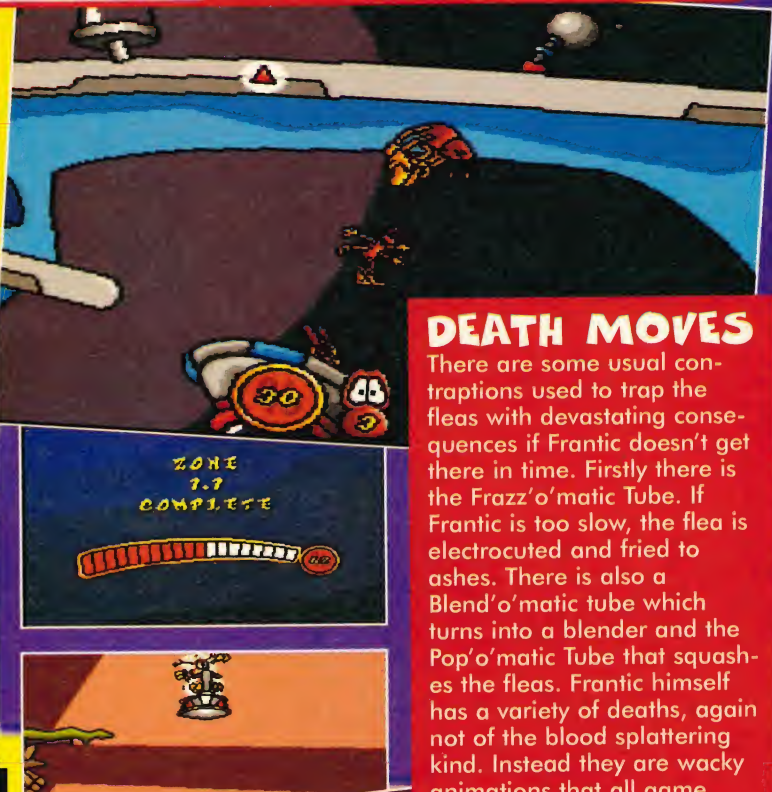
GET THE BUG SPRAY

The storyline is based around the exploits of a gang of nasty aliens called The Insideos. They hate any living creature that has more than one limb. Stupid, I know, but they themselves are somewhat short in the limb department. When they hear about Fleaworld whose habitants have six, they mount an attack, capturing as many fleas as possible. Enter Frantic Flea, our hero, whose job it is to rescue a certain amount of his captured chums per level and locate the exit before the time runs out.



A BID FOR FLEADOM

Frantic Flea boast 18 massive levels that spread over six zones. Frantic starts off in The Wacky Labs before setting off through hills, mountains and fortresses, finally ending up at The Destrunktokon which is the Insideos spacecraft. There are hidden bonus levels, special methods of transport and, apparently, the best game over and complete sequence ever, rewarding players for taking the time to complete the game. Apparently.



DEATH MOVES
There are some usual contraptions used to trap the fleas with devastating consequences if Frantic doesn't get there in time. Firstly there is the Frazz'o'matic Tube. If Frantic is too slow, the flea is electrocuted and fried to ashes. There is also a Blend'o'matic tube which turns into a blender and the Pop'o'matic Tube that squashes the fleas. Frantic himself has a variety of deaths, again not of the blood splattering kind. Instead they are wacky animations that all game players should find highly amusing. We're told.

CARTOON CAPERS

The creators decided that they wanted Frantic to look like no other video game project. They want to make the player believe they are playing a cartoon. The game gets away from the usual violence and has been replaced with typical slapstick comedy that would be seen in the 1950/60's cartoons. Frantic Flea is made up using more than 250 frames of animation. All the enemies and backgrounds have been created in the same way to give the player a true cartoon-type experience.




EVER YOU WHER-MAY ROAM
Another feature to the game is the openness of the levels. The player is free to roam around every level pretty much without restriction. The baddies are also a weird bunch. Due to the fact that Frantic Flea is so big, very few want to attack him. That's not to say they won't but they spend most of their time trying to capture as many mini-fleas as possible. The enemies also interact with what is happening on the screen. If an Insideo spots a flea, it locks onto it and begin to chase it. Clever, eh!



GAME DATA

- GAME: FRANTIC FLEA
- BY: GAMETEK
- RELEASE: NOVEMBER
- GAME TYPE: PLATFORM
- PLAYERS: 1
- CART SIZE: 16 MEG

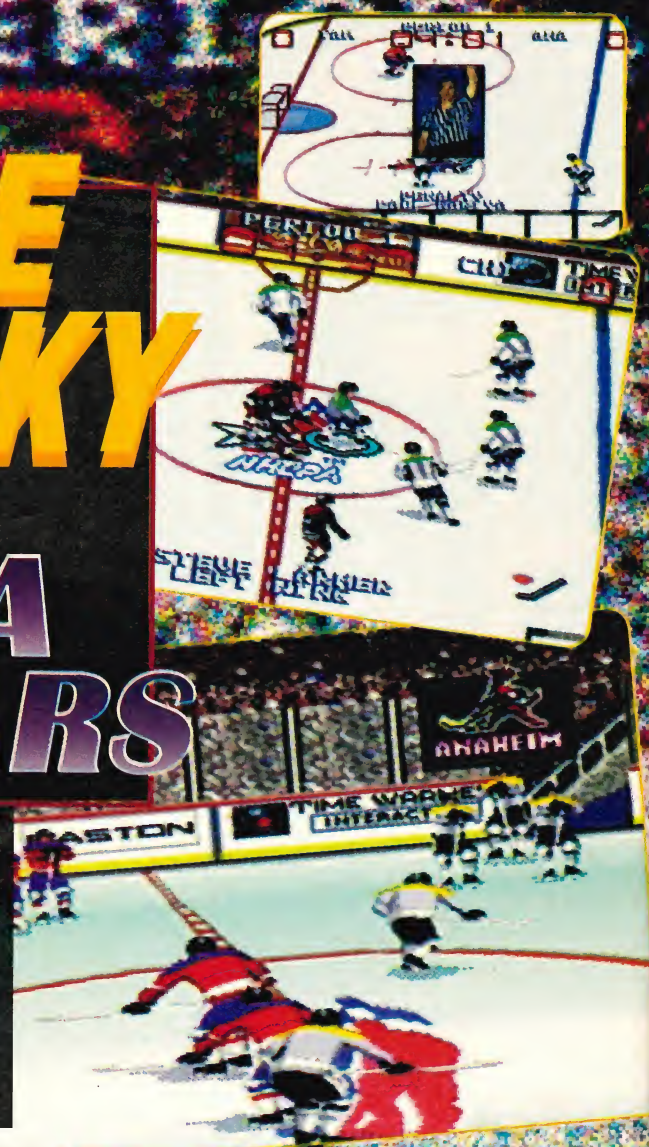


WAYNE GRETZKY AND THE NHLPA ALL-STARS



Ask people to name three players from the NHL and the same three names keep popping up. Mario Lemieux, Brett Hull and Wayne Gretzky. Strange how the first two names have already been converted to video games. Not to be out done, Gretzky makes his first appearance on the Super NES with Wayne Gretzky and the NHLPA All-Stars.

Wayne Gretzky is the all-time points scoring leader in the NHL and has been on the winning side of the Stanley Cup on no less than four occasions. Time Warner have signed an exclusive three year deal with Gretzky which also sees the game hit the arcades this autumn. The game has a variety of gameplay options that will appeal to the serious sports nut and the casual sports follower.



THE LEADING SCORER IN NHL HISTORY ARRIVES ON SUPER NES!

PLAY PROFESSIONAL OR STREET RULES!

WAVE A BIG STICK IN THE FACES OF DANGEROUSLY LARGE MEN!



HIT THE ICE

Wayne Gretzky and the NHLPA All-Stars features all 26 North American teams from the NHL and six international All-Star teams. All the professionals from the NHL feature in the game with their own player profiles and season statistics. Just like in the pros there is a full 84 game season mode which allows the player to trade players and rearrange the team line-up as they see fit. The game features a battery back-up to save the progress of the team.

STREET RULES APPLY

For those that do not want the seriousness of a full season, there is the option to select Arcade mode. This is very much a rough and tumble type of match where street rules are the name of the game. This is not for the faint hearted as physical contact is certainly the norm. There is also a regular single match option for the gamer that wants a serious match without the pressure of having to win the tournament or full season.



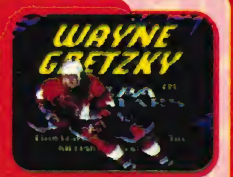
REAL NHL ACTION

Plenty of detail has been put into the appearance of the game. The sprites are 20% larger than in other successful ice hockey games and there is even video footage of real NHL players every time a goal is scored. Add to this the digitised voice of the referee and it all adds up to a pretty spectacular looking game. Stay tuned for the review real soon.



GAME DATA

- GAME: WAYNE GRETZKY
- BY: TIME WARNER
- RELEASE: NOVEMBER
- GAME TYPE: SPORTS SIM
- PLAYERS: 1-4
- CART SIZE: 16 MEG





To date there hasn't been a decent motorbike racing game made for the Super NES. Perhaps this has something to do with the age profile of the average Nintendo gamer - ie, many of them haven't graduated out of push-chairs yet.

Then again, perhaps it has more to do with the fact that Motorcycle racing just isn't as glamorous as Formula One. I don't know, nor do I care and neither do Time Warner either. As you are reading this they are pulling the dust-sheets and filling the fuel tanks of their forthcoming motorbike racer, Kawasaki Superbikes, wheelying and leaving unpleasant skid-marks in all respectable retailers in November.

SIT ASTRIDE A LARGE, THROBBING MACHINE!

KAWASAKI SUPERBIKES

FEEL THE REAL

In the interests of making sure that Kawasaki Superbikes is the best motorcycle racer on the Super NES, Time Warner and programmers, Domark, have gone to great lengths - they've enlisted the help of Kawasaki themselves. Top bods from the company were consulted at all stages of the game's development ensuring that it captured the real feel of the actual sport and, more importantly, a Kawasaki Superbike. A game with a thoroughbred pedigree, you might say.

ACCELERATE 0-60 IN 0.001 SECONDS (APPROXIMATELY)!

15:1 CHANCE OF SURVIVAL

In the exciting world of Motorbike racing, only the best riders ever make it to the top. Of those riders only the most fearless earn the ultimate accolade of riding as a member Team Green Kawasaki. Players of this game need not prove themselves worthy of this privilege, though. The programmers have thoughtfully reserved a place on the coveted squad and a set aside a nice ZXR750R race-bred machine too. Now all the gamer needs do is take on the rest of the Motorcycle racing world across 15 of the world's toughest tracks - including the infamous Suzuka 8 Hour endurance track. Easy.

A MOTORBIKE MADE FOR TWO

The best motorcycle in the world and a place on the most exulted team are not items to be sniffed at. However, no console racing experience would be complete without the option to take on and, preferably, humiliate another human player. Enter the Kawasaki Superbike two-player mode - a split screen affair that allows two gamers the chance to share in the joy and pain of the full racing season, or to take part in the joy and ol' one-off races.

CHIN YOURSELF ON 15 WORLD-FAMOUS RACING CIRCUITS!

GAME DATA

- GAME: KAWASAKI SUPERBIKES
- BY: TIME WARNER
- RELEASE: NOVEMBER
- GAME TYPE: RACING SIM
- PLAYERS: 1-2
- CART SIZE: 8 MEG



PGA TOUR INVITATIONAL

PGA Tour Golf was disappointing on the Super NES even though there were more features on it compared to the rival Mega Drive version. But you can't keep a good game down and now it's time for the 96 version. Will this be the one to finally establish PGA as the definitive golfer on the Super NES?

PGA Invitational is set for release in November and offers a host of extras from the original. It's the first third party game to use the SA1 chip too. This is used to increase the speed of the main board, allowing information to be processed much quicker. How this affects a golf game is yet to be seen but we will inevitably bring you a full report as soon as we can.

DAVIS LOVE Jr.

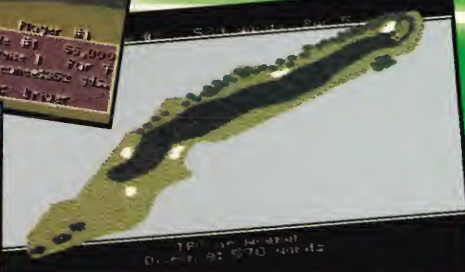
PGA Invitational boasts seven gameplay modes. As well as the customary Practice round and Tournament modes, there's an option to play in a Skins tournament and a Shoot-out competition. Skins enables up to four players to compete for money, so start saving your coppers! Each hole has a monetary value and the hole has to be won outright to receive the cash. If a hole is tied, the money is carried over to the next hole. The Shoot-out option allows four players to play three holes. The person with the highest score on each hole being eliminated. The course can be selected with the computer randomly choosing a starting hole. The players play the next two holes in sequence.



PGA Invitational

| Player | Skins | Money | Strokes |
|-----------|-------|---------|---------|
| Player #1 | 0 | \$0 | 5 |
| Player #2 | 1 | \$5,000 | 5 |

Hole's Prize: \$10,000
 Player's Remaining: \$217,000
 Hole #3 Par 3 Skins worth \$10,000



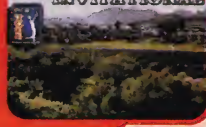
FUZZY ZOELLER

There are now seven USA courses to choose from. Sawgrass and Avenel are still there with the addition of Summerlin, Scottsdale, Southwind, River Highlands, Las Colinas and Woodlands. For players who want a real challenge, Avenel is the course to pick. With a six hundred plus yard par five that is virtually impossible to hit in two and the ultimate golfing experience - the infamous seventeen island hole. This baby is completely surrounded by water so if this is not hit with pin point accuracy the ball can only go one place, in the drink!

GAME DATA

- GAME: PGA TOUR GOLF 96
- BY: THQ
- RELEASE: NOVEMBER
- GAME TYPE: GOLF SIM
- PLAYERS: 1-8
- CART SIZE: 8 MEG

PGA TOUR INVITATIONAL



OUR NATIONAL

CONSTANTINO ROCCA

As with most EA games, there is a fully updated tour roster for all stats fans. One new feature is that there are ten professional golfers to select. All these golfers use their own signature golf swing too. The graphics have now been digitised so it looks like the actual player is on the course. Well, almost.



| | | | | |
|----------------|----------|----------|--|--|
| Longest Drive | 277 yds. | 270 yds. | | |
| Drinking Rec. | 100.0% | 50.0% | | |
| Greens in Reg. | 66.6% | 0.0% | | |
| Frees/G.I.R. | 2.00 | | | |
| Par Breakers | 0.0% | 0.0% | | |
| Par Saves | 0.0% | 50.0% | | |
| Wgs. Par 3 | 3.00 | | | |
| Wgs. Par 4 | 6.00 | 5.00 | | |
| Wgs. Par 5 | 5.00 | 5.00 | | |
| Holes-in-One | 0 | 0 | | |
| Shots Won | 0 | 0 | | |
| Teams Won | 0 | 0 | | |
| Earnings | \$0 | \$0 | | |
| Wgs. Score | | | | |
| Best 10 Holes | | | | |
| Best 72 Holes | | | | |



SEVERIANO BELL...BALLY...THAT SPANISH GEEZER

In all honesty, very little has changed from one PGA Tour Golf to another, whether it be on the Game Boy or the Mega Drive. If anything the programmers never bettered the original. That all looks like changing now as these screenshots prove. By using the digitised graphics the game seems like it's been given a complete facelift. A fully extensive range of courses and gameplay modes from which to choose. This looks like it could be the hole-in-one every Super NES golf fan dreams of. Look out over the coming months for further updates. Schwing!



October 25 was a great day for music magazines.

RAW

If you games vampires haven't been sleeping well at night recently, there's a good reason. Super NES masters, Konami, have begun slaving over a third in the Parodius series and a fourth, yes a fourth, in the Goeman series. Tremble play-freaks, quake in your slippers and salivate buckets as NMS exclusively views what looks certain to be a couple of classics!

Konami don't seem to be able to put a slippy didget out of place at the moment. In fact, everything they touch seems to turn to gold. Take International Superstar Soccer for example. Most reviewers and punters alike regarded it as the numero uno footy sim to appear on Super NES. However, Konami, completely disregarding the adage 'if it ain't broke don't fix it', pulled it off. ISS Deluxe is bigger, better and an all-round classier title. Now, you're probably thinking, okay I agree with what he's going on about, but where's the relevance? Well, the point is that while this is a third outing for Parodius and Goeman's on its fourth visit to the Super NES, neither of the products feel a touch jaded or samey. Anyway, enough of this inane chit-chat, let's take a look at what's kookin' on Konami's stove...

KONAMI

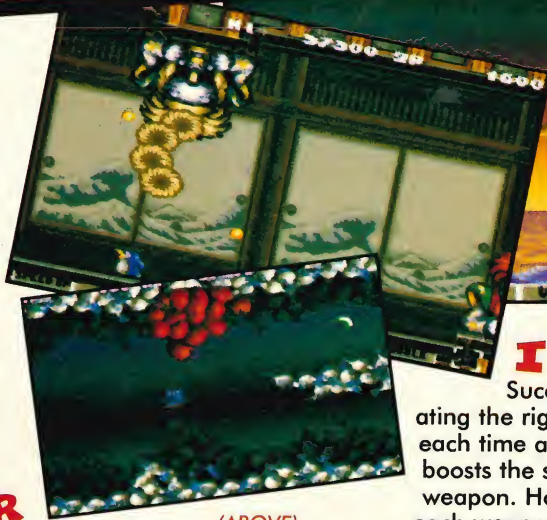
PARODIUS ODDIOUS? GOEMAN 4 A BORE? W... AS OUR EXCLUSIVE SNEAKY FIRST LOOK I...

PARODIUS 3



SWEET TALKIN' GUY

One major difference in Parodius 3 over its older brothers is the introduction of the Response Sound System. It sounds posh doesn't it, but what it boils down to is voice samples that insult or praise you depending on how you're performing. Of course they're in Japanese so there's no way of knowing whether it's a slur on your good name or an invitation to dinner. Either way they're sure to raise a smile.



I GOT THE POWER

Success in Parodius 3 depends on generating the right power-ups. Like its predecessor, each time a character runs over a power-up it boosts the said weapon. However, each weapon has a threshold and once its maximum has been reached the skill is in timing the collection of the power-up with the right weapon.



(ABOVE) Stormin' stuff ov what readers?

QUITE OUT OF CHARACTER

Safe in the knowledge that you people out there in gamesville like a bit of choice, Parodius 3 comes with 16 characters to deliberate over. As expected each little chap and chapes, 'cos there are ladies involved here, have their own strengths and weaknesses. You'll have to decide for yourselves who you fancy but my fave's a little waif of a fairy by the name of Sue. What power ups!



GAME DATA

- GAME: PARODIUS 3
- BY: KONAMI
- RELEASE: TBA
- GAME TYPE: BLASTER
- PLAYERS: 1-2
- CART SIZE: 24 MEG



LAND OF THE GIANTS

Just look at the size of the level bosses would you, they're absolutely massive. Obviously these suckers aren't easy to be rid of, but they look great and take some rapid pad-thumping to get rid of.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

IN PROGRESS

STARS IN THEIR EYES

Hey, a new addition means a whole batch of new levels. Just check this screenshot out below.

Talk about a hive of activity, at times there's so much going on on-screen that it's almost too much for the old viewing goggles to take in. And best of all, your Super NES suffers practically no slow-down at all, and what there is will probably have been solved by the time we can get our grubby mawlers on Paradius 3.

KAPERS

DON'T THINK SO ABOUT TO REVEAL

GOEMAN 4



GAME DATA

- GAME: GOEMAN 4
- BY: KONAMI
- RELEASE: TBA
- GAME TYPE: ADVENTURE
- PLAYERS: 1-4
- CART SIZE: 24 MEG



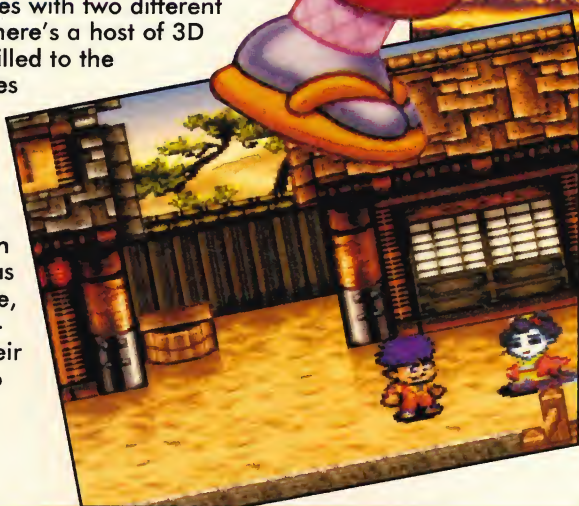
HIT ME WITH YOUR RHYTHM STICK

Goe has a choice of weapons with which to dispel the bad-dies. He has a fixed amount of a throwing weapon which unless you collect a pick-up, run out. So that leaves you with Goe's trusty golden stick which is particularly good at ridding the world of evil nasties.



2D OR NOT 2D? THAT IS THE QUESTION

Goeman 4 comes with two different styles of play. There's a host of 3D levels that are filled to the guts with baddies to be bashed and Geisha's to be saved. And then there are 2D sections which operate in the same style as a platform game, asking the characters to use their jumping skills to the max.



A WHOLE NEW WORLD

Yes Goeman fans there's four worlds to complete in this latest addition to the collection. Feast your eyes on these groovy shots and drool in anticipation to the day you can play this classy little game.

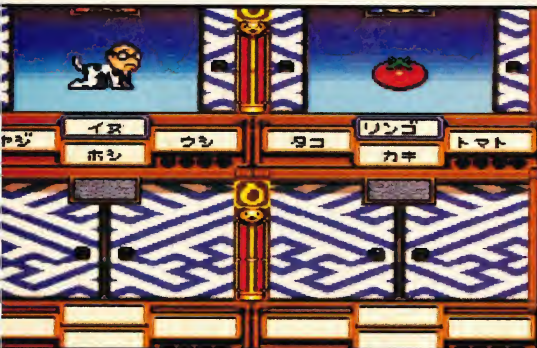
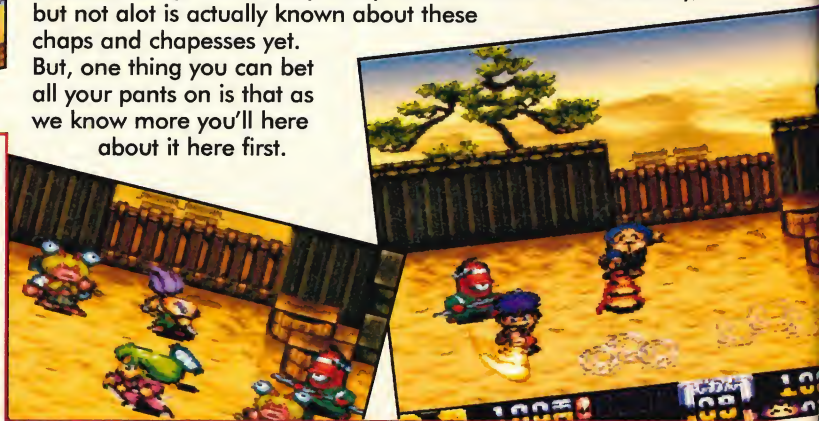


QUITE OUT OF CHARACTER

You don't think that Goeman would try to take on this whole episode on his own? Well, if you did, think again because we'd like to politely inform you of a few of Goe's mates and maybe even introduce you. The gents and lady below us are Sas, Ebi and Yae respectively. Sas is a kind of sword wielding knight and Ebi's got a special ray-power that comes from his arm and he also shoots stars at the baddies. Yae, the new lady of the piece, she's kitted out with a wand and a kind of bazooka thing. We're sorry if any of this sounds a little sketchy, but not alot is actually known about these chaps and chapesses yet. But, one thing you can bet all your pants on is that as we know more you'll here about it here first.

WE ALL LIVE IN A YELLOW SUB-GAME

Another improvement over Goeman's earlier encounters are the introduction of sub-games for you to fiddle with. For a kick-off there's a full playable version of the brilliant PuyoPuyo, a shoot-em-up called Time Pilot and two other bizarre sub-games called Power Door and Barjii Jump. The latter two we couldn't completely suss out, but we can confirm that neither have anything to do with American sixties hippy rock bands or onions.



The new home cinema...



... read all about it in the November edition of **PC Review**. Comes with two high-density disks or one CD with up to 28 demos and games and money-saving programs.

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PCREVIEW

NHL 96

BY: EA
 FORMAT: SUPER NES
 NMS RECOMMENDED

Forget all that old nonsense about EA rehashing old games by adding updated stats and chuff-all else, NHL 96 is a great game. True it bears an uncanny resemblance to all its many predecessors. True also that it does indeed feature reams of updated stats, new team rosters and such.

However, what really makes NHL 96 great is that EA have tinkered with the game engine making NHL 96 the fastest, smoothest, most playable of the series to date. If you don't already own an Ice Hockey game, put this one to the top of your list.



NBA LIVE 96

BY: EA
 FORMAT: SUPER NES
 NMS RECOMMENDED

NBA Live '96, however, is very much your typical EA update job - more stats and new, full team rosters, including the two new NBA franchises. Graphically, relatively little has changed from NBA Live 95 - some scrolling advertising hoardings seems about all. Ditto

gameplay, although the whole thing cracks along at a slightly smoother, speedier pace. Owners of Live 95 won't really need this, but a great game otherwise and thoroughly recommended to any true basketball fan.



INTERNATIONAL SUPERSTAR SOCCER DELUXE

BY: KONAMI
 FORMAT: SUPER NES
 NMS RECOMMENDED

The king is dead - long live the king! Everything, and I mean everything, has been improved in this game. It's faster, better animated, has greater artificial intelligence, smoother animation, supports four players, tournaments you'll never finish, fully editable formations, strategies like they were going out of fashion, greater player control, new tricks to master, more commentary, scenario mode, training mode, bigger squads. Look, the whole thing's just plain better right! Start flexing your thumbs now!



NEARLY NOW

FIFA SOCCER 96

BY EA
 FORMAT: SUPER NES
 NMS RECOMMENDED

Also from the EA Sports stable this month we have the magnificent FIFA Soccer 96. FIFA is the football game that cleaned up on virtually every other format except the Super NES - the fluid game-play just not succeeding in making the Super NES conversion. Fortunately all that has been remedied with the 1996 update being speedier and smoother all-round. The graphics are no mere updates of the old game either - SGI generated these ones, matey. Play-wise it's not as immediate as some of the competition, however a few plays for familiarisation's sake soon reaps spectacular rewards. What with added speech from John Motson, Soccer fans'll love it.



MADDEN 96

BY EA
 FORMAT: SUPER NES

Seems to us as if Madden 96 is trying to steal a bit of Quarterback Club's thunder, judging by the number of off-field training options this game offers in order to better your squad. Not that that's any reason to dislike the game. If anything it adds more fun to the otherwise stats and play-laden proceedings and is probably the first actual "new" feature the Madden series has offered in years. Good stuff, all told.



NEXT MONTH



Donkey Kong 2 - Diddy's Kong Quest finally arrives on the banana boat! Apologies for the aping about.

NMS 39 on sale November 17 priced £2.65 in any newsagent without a barrel organ.

Keep your eyes peeled, you'd be a monkey's business to miss it!

DONKEY KONG LAND™



96%
NMS



A portable version of the world-wide best-seller Donkey Kong Country hits the Game Boy with an all new adventure.

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- Brand new baddies.
- Stunning graphics.

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AROUND. **GO GET IT!**

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